Exclusive E3! PSX, Ultra 64 and Saturn news from the biggest show ever

CD Sex! Is it worth all the hype? Ultimate Future Games – don't leave the 16-bit world without it!

Issue eight – July 1995 – £2.50

Win! £250 By entering the UFG videogames quiz!

Ultimate Future Games

Battle for Britain!

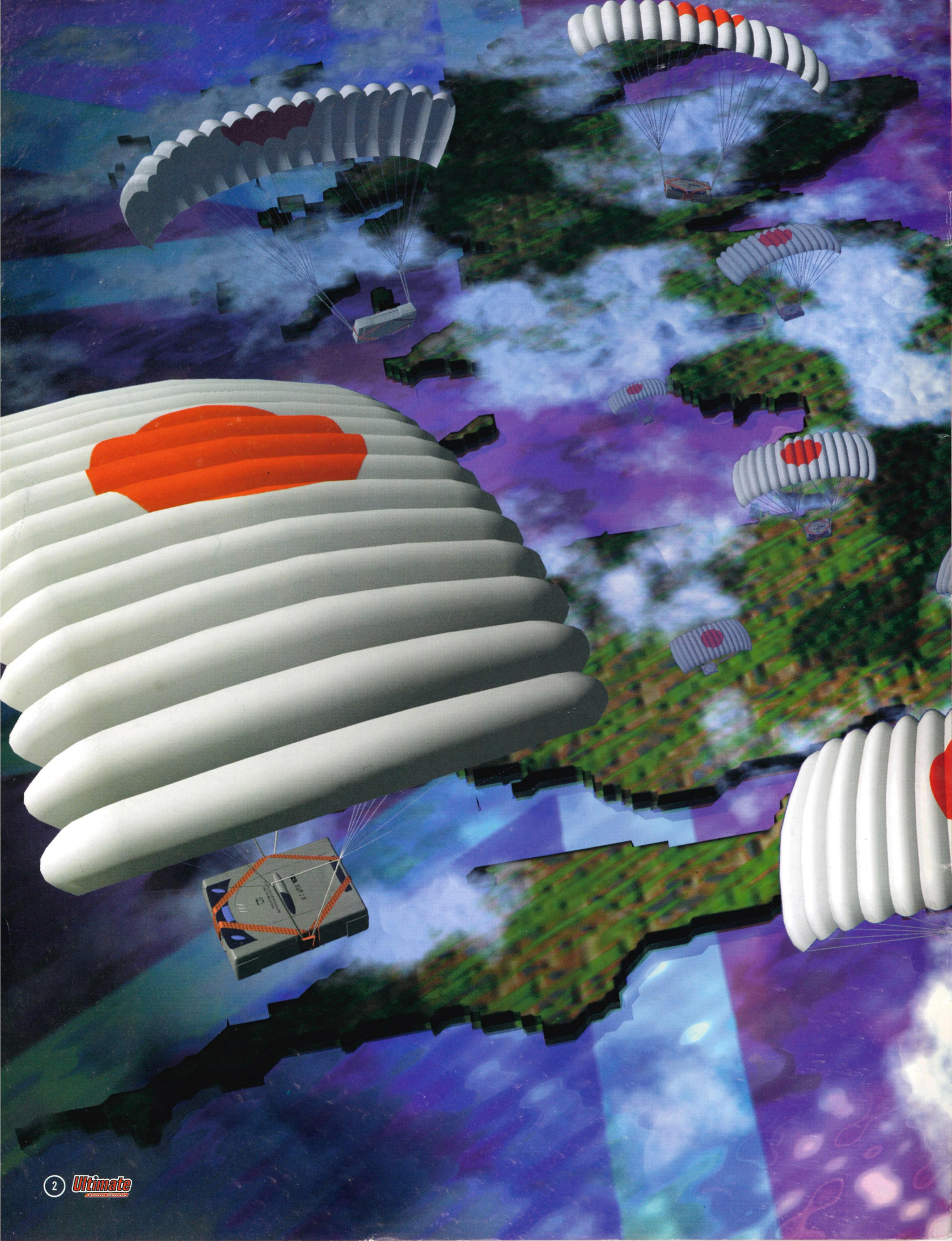
UK developers prepare for the **32-bit invasion** from Japan.

16-page pull-out special with **exclusive** gameshots

starts page 43

Future Publishing
Your guarantee of value







Japan has invaded, planting 32-bit seeds in many homes. But Britain is fighting back. Some of the best programming talents in the world have been working on secret projects for months. Learn what Blighty's best have been up to, beginning on page 43...

Win £250! by entering the Ultimate Quiz Net A

We've been soaking you in Japanese Next Gen info over the last seven months, and it is about time to tell you what's being planned and developed in Britain. There's no doubt that this country will be responsible for some of the best and most exciting games ever to hit a console, so we just knew you would want to read about the games and see the screenshots – before anyone else. As ever, we've secured exclusive super console info for your eyes only – and this is just the start.

David Roberts, Editor

Exclusive!

16-Page pull-out special

The Battle For Britain!



43 The mighty Japanese developers aren't the only ones who can produce 32-bit games – oh, no. Ultimate Future Games sticks its probing nose in the cool pool of top British developing and publishing talent to reveal all. Exclusive news, gossip and, most importantly, screenshots that have never been seen before.

Win £250 With Ultimate Quiz

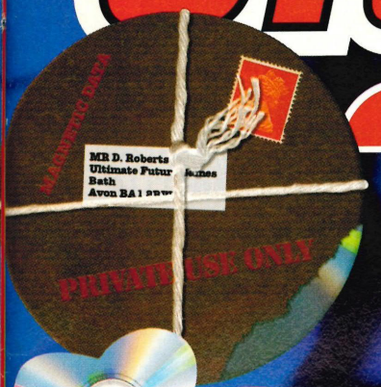
And that's not all...

The packed 16-page special also includes all the European technical specifications for the super consoles of the present and the future, as well as answering those niggly compatibility and game release questions you have.

ction! We tell you where the top game info's at

Ultimate

Future Games



CD SEX



32 Now sex is more available than ever before, are blokes using every hour of the day/night and every penny they earn, trying to pull smutty pictures off the Internet, or from some dodgy old CD-ROM? Ultimate Future Games asks the question – is it really worth it?

Exclusive! Hot Next Gen goss!

8 The Ultra 64 finally gets an official European launch date... The Saturn's game line-up is bigger than expected... super console prices are at last confirmed... All this and more news first and direct from E³ – the hottest electronic show around.



Bolt it on!

68 There's no point thinking about buying one of the new machines if you don't know squat about the extras you can use to upgrade it. Video CD carts, spanking new joypads, mice... We've got the lot.





Jumping Flash

80 Platform heaven on the PlayStation in the form of this bunny-puzzling romp thing. Is this another real bonus point for the PlayStation, or have we yet to discover true brain-frazzling platforming bliss on the new wave of 32-bits? Enter our review zone to find out...



Section 1

Up-front
Full Index 7
News, views and gossip in your face

Section 2

Specials
Full Index 31
Brimming with tons of special things, indeed

Section 3

Reviews
Full Index 71
Grab some Oxygen and dive on in...

Compos

Videos 14
Toys for free 18
Manga/Pioneer 21
Soccer T-shirts 22
Gadgets 27
£250 Ultimate Quiz . . 36
£50 Pic-word 97

Regulars

Arcade 24
U-Mail 28
Clued Up 61
Subscribe! 96
Next month . . . 98
Barometer . . . 23

TRADE AND EXPORT ENQUIRIES WELCOME

Access VISA

OPENING TIMES
9AM TO 6PM
MONDAY – FRIDAY

FIRE INTERNATIONAL LTD

FIRE INTERNATIONAL LTD
4–6 BUTTERCROSS COURT, NORTHGATE,
TICKHILL, DONCASTER DN11 9HY
TEL 01302 750704/750698
FAX 01302 752507
OUTSIDE UK: 44 1302 750698

CALLERS WELCOME BY APPOINTMENT

EUROPE'S LARGEST IMPORTER/EXPORTER OF EUROPEAN, USA AND JAPANESE VIDEO GAME SYSTEMS AND ACCESSORIES

PlayStation

INCLUDING
EITHER
TOH SHIN DEN
OR RIDGE RACER

£549·99
+ P&P



PAL
BOOSTER
BOX



£59·99
INC P&P

SEGA SATURN

INCLUDING
VIRTUA
FIGHTER

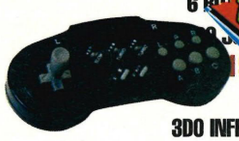


£549·99
+ P&P

OFFICIAL SCART LEADS NOW AVAILABLE FOR BOTH MACHINES

ALL CONSOLES SENT BY EXPRESS COURIER SERVICE (INSURED)

VIDEO GAME ACCESSORIES



6 BU… JOYPAD
£19·99



REBEL MOUSE
£19·99



3DO INFRARED
JOYPADS

FIRE 6 BUTTON INFRARED 3DO JOYPADS)
£39·99

SFX GAME CONVERTER FOR SNES
£14·99



TRI–STAR
8– BIT FOR SNES
£39·99





HEATSEEKER JOYPAD £14·99 TRIBAL TAP £19·99

ALL FIRE VIDEO GAME ACCESSORIES' PRICES ARE INCLUSIVE OF P&P (RECORDED DELIVERY)

PlayStation | SEGA SATURN | 3DO | JAGUAR | NEO·GEOCD | Nintendo⁶⁴ | PC CDROM



TEKKEN .....£74·99
GUNNER'S HEAVEN ...£CALL
JUMPING FLASH ...£CALL
RAIDEN .....£69·99
BOXER'S ROAD .....£CALL



ASTAL .....£64·99
DAYTONA .....£69·99
PANZER DRAGOON ...£69·99
ULTIMATE PARODIUS £CALL
GRAV RACER .....£CALL
SPECIAL VICTORY GOAL – £39·99



GEX .....£CALL
IMMERCENARY .....£45·00
WING COMMANDER III £CALL
MYST .....£49·99
QUARANTINE .....£39·99



RAYMAN .....£CALL
TROY AIKMAN .....£55·00
FLASHBACK .....£40·00
DEMOLITION MAN ...£40·00
SYNDICATE .....£49·99



AGGRESSORS OF
DARK COMBAT ...£59·99
STREET HOOP .....£49·99
KING OF FIGHTERS 94 £59·99
LAST RESORT .....£49·99



OGRE BATTLE .....£CALL
CHRONO TRIGGER ...£CALL
THE FIREMAN .....£CALL
HAGANE .....£CALL
INTERNATIONAL SOCCER US £55·00



MORTAL KOMBAT 2 ...£CALL
LAST EDEN .....£CALL
DISC WORLD .....£CALL
STAR TREK .....£CALL
DESCENT .....£CALL

AS OUR STOCK IS UPDATED WEEKLY PLEASE CALL FOR LATEST PRICES

IF IT'S NOT LISTED DON'T WORRY

ALL POPULAR
MACHINES/GAMES/ACCESSORIES
AVAILABLE THROUGH OUR
INTERNATIONAL SOURCES

ALSO LARGE RANGE OF
CLEARANCE STOCKS AVAILABLE.

PHONE FOR LATEST OFFERS

*ALL TRADEMARKS AND LOGOS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS

MANGA

MANGA VIDEOS

HUGE RANGE

CALL FOR LATEST RELEASES AND PRICES

Postage and Packing: Games £2·00 per game, £8·00 per machine

MAIL ORDER FORM

Please make all cheques payable to "Fire International Ltd"

Payment Method: ❑ Card ❑ Cheque ❑ Postal Order

Please include a contact phone number whenever possible to enable us to provide the best service

NAME

ADDRESS

TEL

CARD NUMBER

EXPIRY DATE ISS

STOCK TITLE	AMOUNT	P&P	TOTAL



Up-front

Previews

Black Fire . . . . . Saturn 13
Bladeforce. . . . . 3DO.....22
BUG!. . . . . Saturn 13
Extreme Games . . . . . PlayStation.....10
Free Runner . . . . . Saturn 13
Ghen War. . . . . Saturn 13
Golden Axe: The Duel. Arcade.....24
Gran Chaser . . . . . Saturn 14
Grand Slam Baseball. Saturn 13
Killer Instinct. . . . . SNES.....12
Legend of the New
Shinobi . . . . . Saturn 15
NBA Action. . . . . Saturn 12
PrimeTime
NFL Football . . . . . Saturn 12
Razorwing . . . . . PlayStation.....10
Twisted Metal . . . . . PlayStation.....10
Virtua Cop . . . . . Saturn 12
Virus . . . . . PlayStation.....10
WarHawk . . . . . PlayStation.....10
Worldwide Soccer . . . Saturn 12
Zero Divide . . . . . PlayStation.....20
Zhadnost . . . . . 3DO.....18

Ultimate Future Games

Section 1

News specials

E³ exclusive news 8
VR Headset update 14
Nintendo hotline 14
Action Replay for PSX 17
The Ultimate Net sites 17
SNK Tour. 18

E3

ELECTRONIC ENTERTAINMENT EXPO

Ultimate has secured the very first news from the biggest Next Gen show ever. Here it is...

Ultra 64 delayed

Nintendo have had to admit that their Next Gen offering is not due for another six months. If E3 saw the early launch of Sega's Saturn, it also witnessed Nintendo concentrating on the 16-bit market by delaying the launch of the Ultra 64 (now due to hit Japan in January with the US and European launch planned for April 1996).

Nintendo have been adamant that the chip is ready, and proved so by showing a pre-production model of the super console, but rumours have it that they were actually unsure of the strength of their software support on launch.

Sega have now such a huge advance on Nintendo in the Next Gen market that some industry insiders are unsure of the significance of Nintendo's contribution. But Sega and Sony are officially still wary of the might of Nintendo



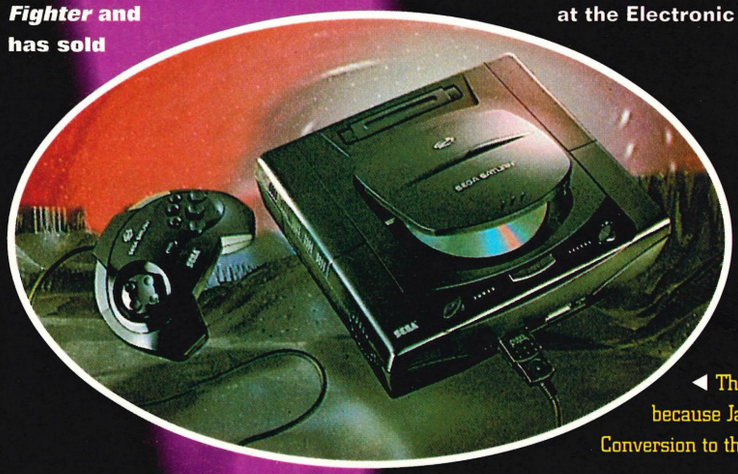
▶ Ultra 64: like a cross between the Neo Geo CD and 3DO. She sure is lovely and curvy...

Saturn hits US early!

It's utterly incredible! The Saturn has reached high street shops in the US four months ahead of schedule. The hardware has been packaged with *Virtua Fighter* and has sold out already in the four major chains that received them. It retails for $399, with six games available priced between $39.99 and $59.99.

This news was made public at the Electronic Entertainment Expo (E3) in Los Angeles, and came as a shock to most, since Sega had made public their plans to launch their hardware on Saturnday 2 September. Instead, they decided to deal a blow to their biggest rivals Sony and Nintendo, who both merely confirmed launch dates for the US and Europe (see other stories on these pages). Will this early move be enough to dominate the market?

• For Saturn games news from E3 turn to page 10



◀ The rapid software support was possible because Japanese and US systems are similar. Conversion to the PAL system means changing game code.





▲ Sega UK tell Ultimate that they'll be announcing the exact UK date, price etc. within the next two weeks.

PSX confirmed at $299!



Sony's knee-jerk reaction to Sega's spectacular early launch coup was to confirm the price and launch dates of the eagerly-awaited PlayStation at E³.

Due to hit the streets on Sept 9th in the States for $100 less than the Sega Saturn (that is, $299), Ultimate has picked up very strong rumours within the industry that the PlayStation might hit the streets of Europe a fair bit earlier than expected in a bid to hurt the Saturn's September launch. If Sega have the lead in the States, it seems perfectly logical for Sony to attempt to gain the lead in Europe.

With nearly 1 million units sold in Japan alone, there was more good news for PSX fans when it was announced that Electronic Arts have signed up as a third-party publisher. With titles like *Wing Commander 3*, *PGA Tour Golf '96* and *Magic Carpet*, you can be assured of quality games, even if they're not that new.





▶ If the PSX is that cheap, will it be for a limited time and will it still come with *Ridge*? More E³ PSX news on page 12...

3DO fighting on





▲ Shots that clearly show the M2's raw processing power – and what bloody sexy things it can dish out.

3DO's M2 technology was finally stuffed in the spotlight at E³, along with an impressive array of solid titles due to come out over the next few months. On top of this, 3DO's price has been rumoured to shoot down to $299 (most probably to be mirrored in Europe), which would make it an excellent challenger to the PlayStation.

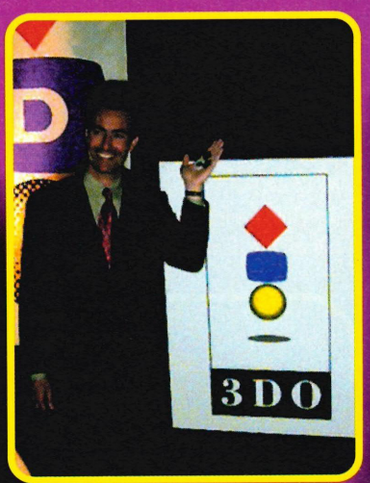
So while Sega and Sony were fighting for 32-bit limelight, 3DO were quite happily showing off their 64-bit chip and telling everybody about this enormous leap in CD technology. The M2 architecture processes over 1 million polygons per second, and each of the ten processors is dedicated to a specific task, which seems to optimise the image quality and performance of the machine. Most incredibly, M2 will have MPEG-1 built in, something which killed off any plans 3DO might have had to release an MPEG cart add-on.

Along with a number of peripherals (see page 68), 3DO demonstrated their newest add-on, the X-O-TRON. This is basically an eight-foot human gyroscope that spins you around in full 360-degrees while you view the game in a pair of 3D goggles. The first game to use this is *Bladeforce* – see the full preview on page 22 and you'll see why this works.





◀▲ The 3DO can expect *NHL '96*, *Captain Quazar* and *The Daedalus Encounter* (PC version reviewed on page 91).



▲ Smile for daddy: Trip Hawkins, 3DO's founder, with M2 chips.

ELECTRONIC ENTERTAINMENT EXPO

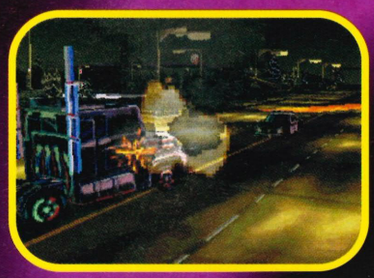
E3 Yanks join the PSX bandwagon



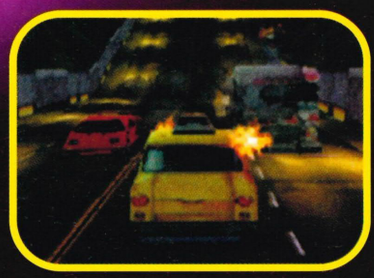
American developers and publishers have at last revealed the hot new PlayStation titles they have been beavering away on for the past months. Here's the pick of the crop that had their first showing at the E3...

Twisted Metal

First choice – which one of 12 high tech vehicles (armed to the teeth) are you going to drive in an attempt to destroy all opponents in five different 3D worlds? You can choose anything from an ice cream truck to a New York police car (all carrying the likes of missile launchers, machine guns and flame throwers). Eventually, when you've got rid of all your enemies, you have to face a final boss-like thing, before claiming victory.



▲ *Twisted Metal*: taking command of a Mister Whippy really is a joy.

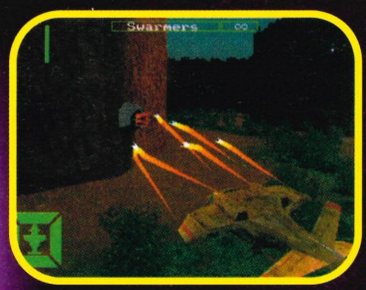


▲ It looks a ripe old combination of *Quarantine* and *Need for Speed*.

WarHawk

▼ *Warhawk*: your ship looks just like the one in *Aliens*. Exactly. Well, sort of nearly, almost.

Here you get to fly a high tech craft (no surprise there) of the future, against a deranged being who is destroying the world. So far, we've only seen the canyon passes of the game, and they're already looking something gorgeous.



Razorwing

▼ *Razorwing*: We reckon there's going to be a glut of 3D shooters.



You're in the future and you're in space, that much seems to be important. You get to choose one of three armoured hover tanks which you drive over four 3D worlds. It's supposed to have much more of a strategic element than most blasters.

Virus

▼ *Virus*: every game has the potential for looking like this, but will it have the gameplay to back it up?



A a first-person arcade-style shoot-em-up that takes place in your usual high tech (yawn) and... yes, heavily armed, futuristic battle cruiser. This game is based on the coin-op version which is due for release in the States in early Autumn.

ESPN Extreme Games

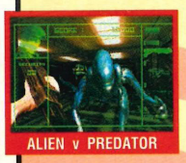
This is basically a dangerous sports game. You compete against other players on roller blades, mountain bikes, skateboards and even a street luge.

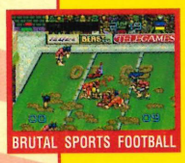
▶ *Extreme Games*: race in six different cities around the world in the top two-player mode.

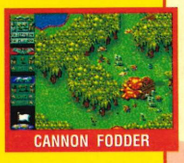


SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

AWESOME SOFTWARE


ALIEN v PREDATOR

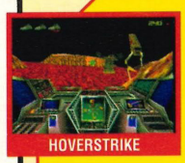

BRUTAL SPORTS FOOTBALL

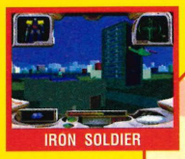

CANNON FODDER

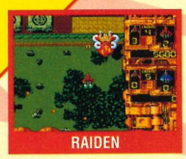

CHECKERED FLAG

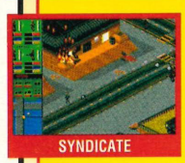

DOOM

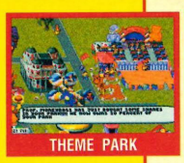

DOUBLE DRAGON V

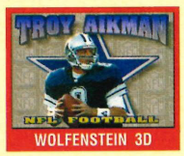

HOVERSTRIKE


IRON SOLDIER


RAIDEN


SYNDICATE


THEME PARK



WOLFENSTEIN 3D

Alien v Predator - JGS 1122	NOW	£59
Brutal Sports Football - JGS 1532	NOW	£54
Bubsy the Bobcat - JGS 1581	NOW	£39
Cannon Fodder - JGS 1704	NOW	£44
Chequered Flag - JGS 1761	NOW	£59
Club Drive - JGS 1794	NOW	£49
Crescent Galaxy - JGS 1852	NOW	£39
Doom - Special Edition - JGS 2282	NOW	£59
Double Dragon V - JGS 2181	NOW	£54
Dragon - Bruce Lee Story - JGS 2272	NOW	£49
Evolution - Dino Dudes - JGS 2462	NOW	£39
Hoverstrike - JGS 1341	NOW	£49
Iron Soldier - JGS 4011	NOW	£49
Kasumi Ninja - JGS 4502	NOW	£59
Raiden - JGS 6722	NOW	£34
Sensible Soccer - JGS 7011	NOW	£54
Syndicate - JGS 7301	NOW	£49
Tempest 2000 - JGS 7472	NOW	£49
Theme Park - JGS 7501	NOW	£49
TRoy Aikman Football - JGS 7831	NOW	£54
Val D'Isere - JGS8661	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Zool 2 - JGS 9312	NOW	£39
Blue Lightning CD - JCD 1531	JUN '95	TBC
Demolition Man - JGS 2142	JUN '95	£39
PowerDrive - JGS 6521	JUN '95	TBC
Pinball Fantasies - JGS 5931	JUN '95	£44
Primal Rage	JUN '95	TBC
Rayman - JGS 6891	JUN '95	TBC
Fight For Life - JGS 2062	AUG '95	£59
Battlemorph CD - JCD 1201	SEPT '95	£49
Charles Barkley Basketball - JGS 1741	SEPT '95	£49
Creature Shock CD - JCD 2341	SEPT '95	£49
Jack Nicklaus Golf CD - JCD 4351	SEPT '95	TBC
Soulstar CD - JCD 8241	SEPT '95	TBC
Space Wars 2000 - JGS 7031	SEPT '95	£49
Thunderhawk CD - JCD 8731	SEPT '95	TBC
Chaos Agenda CD - JCD 1201	TBC	TBC
Flashback - JGS 2971	TBC	£39
Golf CD - JCD 2641	TBC	TBC
Return To Zork CD - JCD 7831	TBC	TBC

ACCESSORIES

Composite Monitor Cable - JGA 4327		£15
Jaguar Controller - JGA 2000		£19.99
RF Switch Box inc Cable - JGA 4871		£15
Jaguar Link Cable - JGA 5001		£14.99
Scart Cable - JGA 4200		£9.99
CD-ROM Add-On - JAG 1164	JUN '95	£149
FMV Module - JAG 1264	LATE '95	£149
VR Headset - JGA 5000	LATE '95	TBC

All Prices include VAT

FREE
16 PAGE COLOUR JAGUAR NEWSLETTER



- JAGUAR HARDWARE
- THE FUTURE OF GAMING
- VIRTUAL REALITY
- CD-ROM ADD-ON
- SOFTWARE REVIEWS
- WHAT'S COMING

AND MORE...

RETURN THE COUPON OR CALL 0181-309 1111 FOR YOUR COPY

JAGUAR
THE WORLD'S ONLY 64-BIT SUPER CONSOLE

- *64-BIT DATA BUS*
- *5 Processors*
- *2Mb 32-BIT RAM*
- *Spectacular 32-BIT Graphics*
- *Unique 360° Gameplay*
- *3D Game Worlds - No Restrictions*
- *16.7 Million Colours*
- *CD Quality Stereo Sound*
- *17 Button Controller*
- *Plugs Straight into a TV*

OPTION 1 JAGUAR CONSOLE + CONTROLLER (NO SOFTWARE)

£149

INC VAT - JAG 1049

COMING IN '95

VIRTUAL REALITY


EXPECTED LATE '95

CD-ROM ADD-ON
+ FREE BLUE LIGHTNING CD


EXPECTED JUNE '95

PLUS! WATCH FILMS
WITH OPTIONAL FMV MODULE - EXPECTED JUNE '95



OPTION 2 JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH

SPECIAL PACK SAVE £30

This special pack includes the Jaguar Console and Controller PLUS Cybermorph Games Cartridge for a pack price of only £159!

JAGUAR CONSOLE + CONTROLLER	RRP	£149.99
CYBERMORPH	RRP	£39.99
TOTAL RRP VALUE:		£189.98

RRP ~~£189.98~~

£159

INC VAT - JAG 1064

FREE DELIVERY IN UK MAINLAND

THE SILICA SERVICE

SILICA 1978 17 YEARS 1995 SERVICE TO YOU

Before you decide WHEN to buy, we suggest you consider WHERE to buy and protect your investment with a purchase from Silica. With our unrivalled experience and expertise, we will provide all the extra help, advice and new product information you may need both now and in the future. Visit one of our stores, or return this coupon now and begin to experience the "Silica Service".

SILICA

NOW IN 19 BRANCHES OF DEBENHAMS STORES NATIONWIDE

SILICA IS A DIVISION OF PRODIS PLC

07451505-4

- **ESTABLISHED 17 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M A YEAR COMPANY:** With over 300 staff - We are solid and reliable.
- **EXPERIENCED STAFF:** All fully trained in 'Customer Care'.
- **TECHNICAL SUPPORT HELPLINE:** FREE help and advice from a team of experts.
- **A FULL PRODUCT RANGE:** All of your computer requirements from one supplier.
- **WE PRICE MATCH:** We will normally price match any local high street store within a 3 mile radius on a "Same Product - Same Price" basis.
- **FREE CATALOGUES.**
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 23.8% - written quotes on request).
- **VOLUME DISCOUNTS AVAILABLE:** Business, Education and Government. **Tel: 0181-308 0888.**
- **MAIL ORDER:** FREE DELIVERY in UK mainland on orders over £40+VAT. Small administration charge (£2.50+VAT) on orders under £40+VAT.
- **22 STORES NATIONWIDE.** *Mini Stores carry a selected range only but products can be ordered in the stores via Mail Order

MAIL ORDER 0181-309 1111
PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor),	St James Barton	0117-929 1021
* CARDIFF	Debenhams - (1st Floor),	St. David's Way	01222 341576
CHELMSFORD	Debenhams - (2nd Floor),	27 High Street	01245 355511
CROYDON	Debenhams - (2nd Floor),	11-31 North End	0181-688 4455
GLASGOW	Debenhams - (5th Floor),	97 Argyle Street	0141-221 0088
GLOUCESTER	Debenhams - (3rd Floor),	Kings Square	01452 522121
GUILDFORD	Debenhams - (3rd Floor),	Millbrook	01483 301300
HARROW	Debenhams - (2nd Floor),	Station Road	0181-427 4300
HULL	Debenhams - (2nd Floor),	Prospect Street	01482 325151
IPSWICH	Debenhams - (2nd Floor),	Westgate Street	01473 221313
LONDON	Silica	- 52 Tottenham Court Road	0171-580 4000
LONDON	Debenhams - (3rd Floor),	334 Oxford St	0171-580 3000
LUTON	Debenhams - (1st Floor),	Arndale Centre	01582 21201
MANCHESTER	Debenhams - (3rd Floor),	Market Street	0161-832 8666
PLYMOUTH	Debenhams - (3rd Floor),	Royal Parade	01752 266666
ROMFORD	Debenhams - (3rd Floor),	Market Place	01708 766066
SHEFFIELD	Debenhams - (3rd Floor),	The Moor	0114-276 8611
* SHEFFIELD	Debenhams - (L Ground),	Meadowhall Ctre	0114-256 9779
SIDCUP	Silica	- Silica House, Hatherley Rd	0181-302 8811
SOUTHAMPTON	Debenhams - (1st Floor),	Queensway	01703 223888
SOUTHEND	Keddies	- (2nd Floor), High Street	01702 462426
* THURROCK	Debenhams - (1st Floor),	Lakeside Centre	01708 863587

SILICA


COMPUTER SHOPPER 1994 Awards WINNER *Best Software Delivery Service*


COMPUTER SHOPPER 1994 Awards NOMINATION *Best After Sales Service*

To: Silica, UFGAM-0795-217, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A FREE JAGUAR BROCHURE

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

.....

.....

.....

..... Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

..... 217P

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

ELECTRONIC ENTERTAINMENT EXPO

E3 Blimey! Where did all those Saturn games come from?

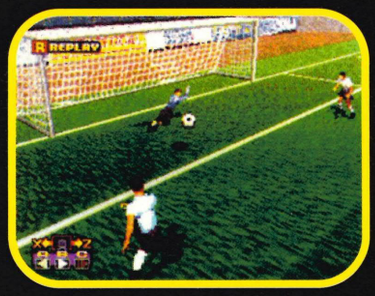


America, actually. Here's a brief outline of the Saturn's American line-up, games which are certain to be visiting these shores in six months' time.

Worldwide Soccer



▲ *Worldwide Soccer: Victory Goal* in drag. There's no fooling us at Ultimate.



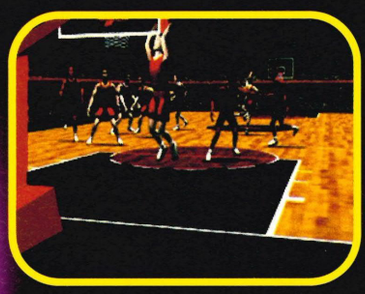
▲ Nah, you want a bit more angle on that, son. Or why not try chippin' it?

Cunningly disguised? We think not. *Worldwide Soccer* is none other than *Victory Goal* (UFG5, 71%), but it's now in English with a load of top international teams to choose from. It looks stunning (well, almost), but certainly doesn't play quite as fluidly as you'd imagine. Sega were thinking of changing the gameplay for US and European release, but at first look it would seem the changes have only been pretty superficial.

NBA Action

▼ *NBA Action*: motion capture seems to be flavour of the year, erm, this year.

More action from Sega Sports to satisfy the enormous needs of the American gamers. Real teams and real players, and a choice of 19 different camera viewpoints. Incredibly, 10 players can join in the fun if you have the multi-adaptor.



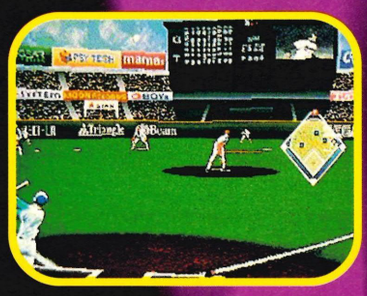
▲ *Virtua Cop*: A gun is a must for this game – it's on its way.

Virtua Cop



The arcade hit could well slam into your home soon. With all the great graphics, rumour has it that this version is arcade perfect. If you haven't seen this, it's a first-person shooter where you get a big pink gun in your hands.

Grand Slam Baseball



Now baseball has always escaped us a bit, but that's not to say that there's obviously demand for a spot of American rounders. This features very realistic views.

◄ *Grand Slam*: Features all 28 teams of the Major League, as well as all the real players.

PrimeTime NFL Football

As part of the Sega Sports label, *PrimeTime NFL* will undoubtedly do very well State-side, but games like *Madden* have also gone down a treat over here.

► *NFL*: The perspectives really do make you feel like you're thrust into the thick of it.



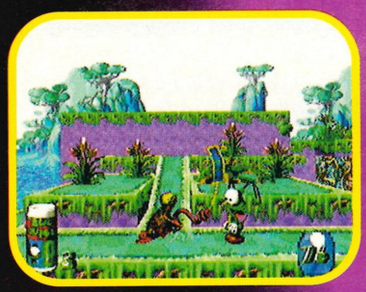
Ghen War

Very much in the style of *Bladeforce*, you kit yourself up with some brilliant hypersuit that enables you to travel at distressingly high speeds, protects you from enemy fire and hands you firepower when you require it. Then you pick on a passing alien and shoot the bugger dead. Easy. Seven levels of chaos in a 360-degree world.



▲ *Ghen War*: swollen with tripod creatures and other ugly minions to reduce to piles of shredded beef.

And that's not all...



▲ *BUG!*: a platform romp with added 3Dness, which you can't get enough of.



▲ Each character is lovingly rendered and handles very well, by all accounts.

The line-up would not be complete without *BUG!* – a 3D platformer with a cutesy character which reminds us all why Sega are here. There's also *Black Fire* – a very fast 3D chopper blaster which gives you access to real heavy artillery, and *Free Runner* – a strange Internet hacking tale which takes you into the depths of an electronic graphic adventure.

Killer Instinct on the SNES

Can you believe it? The SNES will be the first home console with *Killer Instinct*. By some miracle, Rare have managed to squeeze it onto the 16-bit machine before the launch of the Ultra 64, and crazily enough they've also managed to compress it onto the Game Boy!





"HOORAH! AFTER 81 YEARS OUR DREAM'S FINALLY COME TRUE!"

"YES, WHO'D HAVE THOUGHT IT - A FOOTBALL MAGAZINE ACTUALLY WORTH READING?"



YES, IT'S

"TOTAL FOOTBALL"

ALIVE AND KICKING THIS AUGUST...

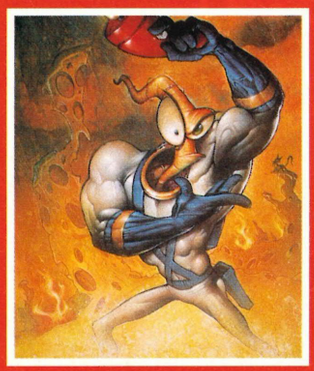
Ultimate UPDATE

Free videos, over here!

We just can't stop giving things away. To celebrate the release of several *Baywatch* episodes on video and classics like *Lethal Weapon* and *American Kick Boxer*, we've teamed up with Clear Vision Videos to give away a couple of copies of *Lethal Weapon* and *American Kick Boxer* to whoever can send us the best *Baywatch*-style picture postcard. Entries to: Lethal Kick Boxer, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

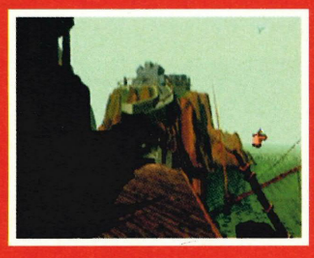
Shiny Entertainment

those geniuses behind *Earthworm Jim*, have signed up an exclusive deal with Activision to develop an action engine for the super consoles (Saturn, PSX and Ultra 64). On top of this earth-shattering news, Activision have also signed up the rights to convert *Earthworm Jim* for the Windows 95 operating system. This follows a number of other big console games moving PC-wards – *Ridge Racer* being the one everybody's been jabbering madly about. See our PC feature (Issue 7, page 58) for more information on PC-console transitions



Myst 2

has just been signed up for release by Marubeni early next year. The sequel to the popular adventure will be released for the Saturn and PlayStation.



Ninja magic is on its way in Legend of

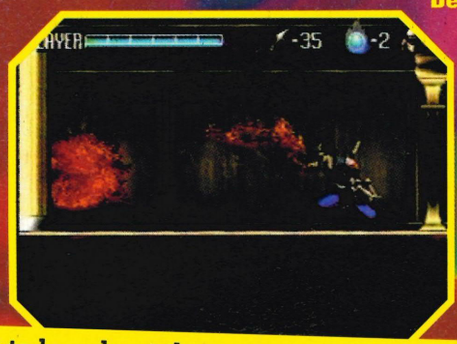


◀ Squiggly backgrounds make your eyes go squiffy, they do.

▼ That's the thing about normal ninjas – you can't actually see 'em very well.



▼ The game's atmosphere is brooding to say the least. Or the most.



Sega have at last tweaked their 16-bit platform beat-em-up for the Saturn release. *Shinobi* was planned for release in Japan last December, but six months later seems soon enough for Sega.

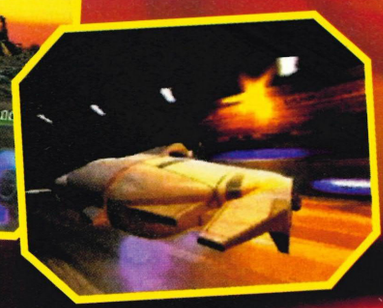
This time round Sho, the ninja expert, will travel the world in a new distinctive red and white frock. You'll have all the fighting moves from the Mega Drive version plus the added extra of more character mobility giving you 20 different techniques.

There are nine stages to somersault your way through – each with beautifully scrolling backgrounds (but no 3D

...TRUE LINES... BBC2 are about to broadcast the second series of *The Net* – the only programme dedicated to computers and on-lin

Rockin' around the Gran







▲▶ The designer of *Alien 3* and *Blade Runner* was involved with the original *Cyber Race*.

◀ The ground and wall mapping is noticeably better than other 3D racing games.

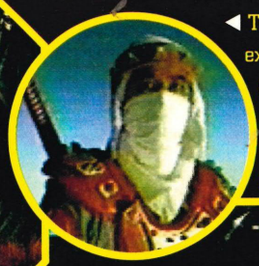


This has been adapted from the famous PC CD ROM game *Cyber Race* and before any smart arse asks (try saying that quickly), it has absolutely nothing to do with chasing your gran round the Christmas tree. No, no, no. With knobs on.

the new Shinobi

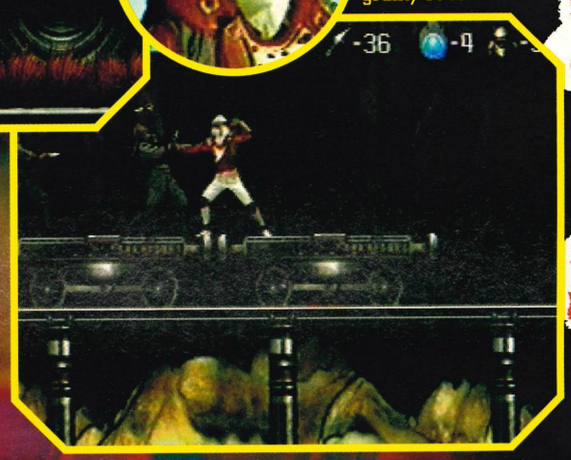
▶ 32-bit games don't all have to feature gouraud-shaded 3D bosses.





◀ The story is explained in short, controlled bursts of grainy FMV.

polygons or *Virtua*-style cameras). We have heard there have been problems with the animation, but the scenery is lovely. We know that isn't a guarantee of a good game, any more, though.

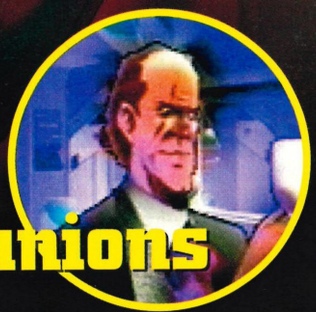


▶ Not only do you have to cope with hordes of evil ninjas in an admirable fashion, but you have to jump all over the shop.

- Machine.....Saturn
- Publisher....Sega
- Developer...Sega
- Style.....Platform beaty
- Release.....June 1995
- Status .....95% Complete

e services. Subjects covered include virtual cinema, on-line electronic money and the entertainment industry in the old Eastern block.....

Christmas tree Chaser is not about family reunions

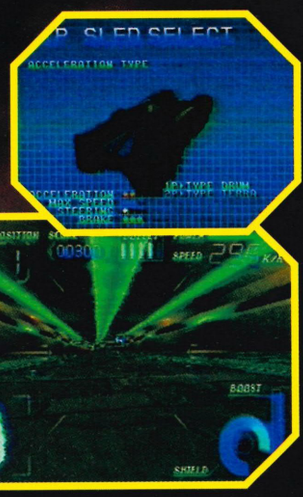


You are the pilot of a futuristic aircraft and you speed through several races over different terrains, hovering only inches above the ground. Designed with 3D polygons and texture-mapping deluxe, the landscape blurs away at 500km/h. Now that, is fast.

The fun doesn't stop there. You also have the choice of weapons to wipe out any competitors who might crop up (as they do, like), as well as a split-screen mode for some top two-player titillation.

There are power-ups to pick up, giving you speed boosts and extra weapons. You also have the option of three different viewpoints. We'll be bringing you the review very soon.

- Machine.....Saturn
- Publisher....Sega
- Developer...Sega
- Style.....Racing blast fest
- Release.....Late 1995
- Status .....90% Complete



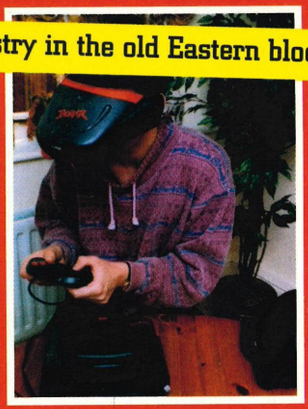
Ultimate UPDATE

Super consoles

are finally hitting the high streets, with the 112 stores of Future Zone leading the way. The Atari Jaguar and Neo Geo CD have been on trial for the last few weeks, as well as imported PlayStations and Saturns. This is a new move towards catering for early adopters by Future Zone, and if successful, could force the company into covering a multitude of formats. Which is chipper for all of us.

Virtual reality

is no longer just a dream for Jaguar owners – the headset (cunningly named the Jaguar VR) has finally been shown off at E³ in Los Angeles. The add-on unit, which was jointly developed by Virtuality Group (UK) and Atari, will cost $250 (about £250). The first game to work with the new headset will be *Missile Command 2000* which is an all action game. The thing is, because it is virtual reality, you interact with every single part of the virtual environment – underwater, overground and in the depths of space. Don't miss the first review in Ultimate Future Games – soon.



Nintendo

have gone hotline mad having just launched their brand new Direct Answer Information System (DAISY). The amazing thing is actually the way the whole process works. The system carries cheats, tips and instructions to over 1500 games. All the gamesplayer has to do is call the hotline and ask their question. One of nine Hotliners will then jump into action. They have access to a terminal which in turn, gives them all the information they need to help the player through the difficult patch. So, if you're stuck on a game for your Nintendo system, why not give it a try – call 01703 652222. Oh, and don't ask them about Ultra 64 though, eh?

Let's face facts.





if you want to play stuff like *This*

Then you'd BETTER Call Us

COMPUTER EXCHANGE

(0171) 636 2666

FUQA

We Also BUILD PC's!

At the Computer Exchange we aim to offer as wide a range of services as possible. We've got an entire department solely dedicated to PC hardware, and our own brand of LOW COST, HIGH SPEC Pc's.....

486 SX 25 VL with 4Mb RAM, 120Mb HDD = £499
486 DX 33 VL with 4Mb RAM, 200Mb HDD = £569
486 DX2 66 PCI with 4Mb RAM, 540Mb HDD = £699
486 DX4 100 PCI with 4Mb RAM, 540Mb HDD = £769
Pentium P60 PCI with 8Mb RAM, 540Mb HDD = £899
Pentium P90 PCI with 8Mb RAM, 540Mb HDD = £1149

All our PC's include SVGA monitor, mouse, and 1 year return to base warranty.
Prices shown exclude VAT

Call our Hardware Department: (0171) 916 3110

wHO tHe hELL arE WE???

HERE AT THE TCR COMPUTER EXCHANGE WE RECKON WE'RE THE BEST IN THE BUSINESS. HERE'S WHY:

* **LOW PRICES**
  WE KEEP 'EM AS LOW AS POSSIBLE. GOOD FOR US, GOOD FOR YOU.
* **VERSATILITY**
  WE BUY, SELL, AND PART-EXCHANGE A WIDE VARIETY OF GAMES AND CONSOLES- TRADE IN YOUR OLD STUFF TOWARD A NEXT-GEN DEVICE!
* **KNOWLEDGE**
  WE KNOW OUR STUFF, AND WE'RE HONEST ENOUGH TO TELL YOU WHAT'S WORTH BUYING AND WHAT'S NOT.
* **RELIABILITY**
  EVERYTHING WE SELL IS GUARANTEED, AND DELIVERED ON TIME. HOORAH.
* **FORWARD THINKING**
  WE WERE THE 1ST IN EUROPE TO STOCK THE PLAYSTATION, AND WE'RE FULLY COMMITTED TO ALL THE NEW TECHNOLOGY.

COMPUTER EXCHANGE

MAKE CONTACT!

CENTRAL LONDON:
GAMES- 32 RATHBONE PLACE, LONDON W1P 1AD
TELEPHONE (0171) 636 2666
PC HARDWARE- 143 WHITFIELD ST, LONDON W1P 5RY

NEW! HARROW BRANCH:
GAMES & HARDWARE- 282 STATION RD, HARROW, MIDDLESEX
TELEPHONE (0171) 636 266

WE WELCOME ORDERS OR ENQUIRIES VIA E-MAIL:

computerexchange@easynet.co.uk

WORLD WIDE WEB SITE ON-LINE SOON!

ORDER FORM

DEAR COMPUTER EXCHANGE, PLEASE SEND ME THE FOLLOWING ITEM(S):

- ☐ SONY PLAYSTATION- £399
- ☐ SONY PLAYSTATION (WITH SCART LEAD & PSU)- £449
- ☐ RIDGE RACER - £79.99
- ☐ TOHSHINDEN- £79.99
- ☐ TEKKEN- £CALL FOR LOWEST PRICE
- ☐ STARBLADE ALPHA- £79.99
- ☐ MOTOR TOON G.P.- £79.99
- ☐ SEGA SATURN- £399
- ☐ DAYTONA USA- £69.99
- ☐ PANZER DRAGOON- £64.99
- ☐ VIRTUA FIGHTER- £64.99
- ☐ CLOCKWORK KNIGHT- £49.99

IF THE ITEM YOU DESIRE IS NOT LISTED HERE, CALL US.

NAME_____ ADDRESS_____

_____

_____ DAYTIME PHONE NO._____

I ENCLOSE A CHEQUE/P.O. (PAYABLE TO TCR COMPUTER EXCHANGE) FOR £_____

PLEASE DEBIT MY VISA/ACCESS/SWITCH CARD TO THE TUNE OF £_____

CARD NO._____ EXPIRES:_____

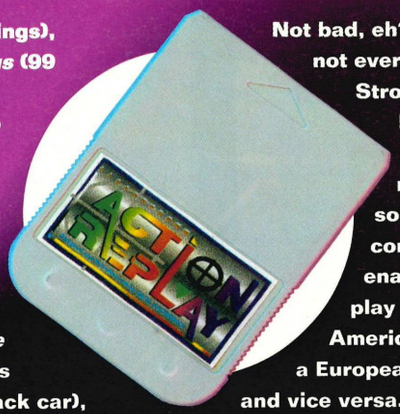
NAME ON CARD_____ SIGNED_____

POSTAGE & PACKING- PLEASE ADD £1.50 FOR GAMES, £15 FOR MACHINES

Cheating just for kicks

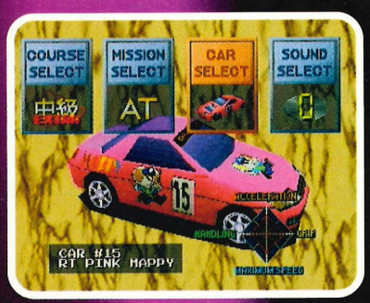
After having exclusively revealed last month that Datel were working on the Action Replay card for the PlayStation, we can now tell you exactly what's on it.

The very first volume, which has just been released in the shops, will help you with the following games: *King's Field* (activates all weapons and gives you more energy), *Fantastic Pinball* (unlimited chances), *Tekken* (allows you to select the nine extra characters), *Crime Crackers* (boosts your money, gives you all the keys and weapons, amongt other things), *Original Parodius* (99 lives and a level select), *Ultimate Parodius* (256 lives), *Killeak The Blood* (unlimited energy and access to all weapons), *Ridge Racer* (extra cars including the black car), *Jumping Flash* (select any world and a bonus high jump) and *Ridge Racer* again (super speed, and combined extras on cars and tracks).



Not bad, eh? And that's not everything. Strong rumour has it that Datel are now working solidly on a converter to enable you to play Japanese and American games on a European PlayStation and vice versa. On top of that, they are also planning a second volume of Action Replay cheats for September, just in time for the launch of the European machine.

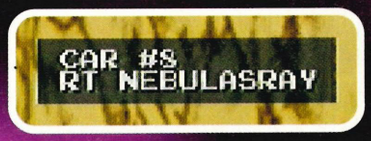
Look at what this little sucker can do...









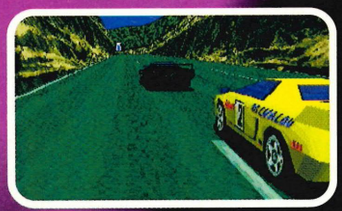






◄▲ Yes, all these cars and more can now be yours, without having to beat the stupidly fast black #13 car in that final Time Trial stage.

► There are currently three entries for *Ridge Racer* on the Action Replay. They can be accessed by simply going to the records screen and then choosing the 'Load' option (as if you were loading a saved time).







The Ultimate Net sites

The Internet is just great. More and more of you are starting to surf, and we often bump into each other on the Information Super Route. Thing. Every month we spend hours finding the best sites (see feature, page 62). The team's chosen are:

1. The Skinny Puppy page

http://american.recordings.com/cgi-bin/ubl?card+1166

For reasons only known by himself, our Dep Ed Marcus spends hours looking at the page dedicated to his fave band. If any of you have heard of them, you could always write in.

2. Fuse '94 Conference

http://www.worldserver.pipex.com/fuse94/

A one-off site dedicated to all the creatives who work on a typographical multi-media disc for arty types. Obviously, Brad (Dep Art Ed) is into this one.

3. One Hour Footy Results

http://metro.turnpike.net/meggie/results_premiership.html

Our Editor's favourite – football crazy, football mad is he. This is a top site if you're really into footy and need to find out the results just one hour after games have finished.

4. Cinema Sites

http://www.webcom.com/~davidaug/Movie_Sites.html

Lam is an artist (ahem) and as such spends most of his time doing nothing but looking at arty things, like the cinema sites.

5. Gadget Guru

http://www.netcreations.com/gadget/index2.htm

Kamar spends his life finding out about the latest gizmos, then spends his pay on buying 'em all.

Ultimate

...TRUE LINES... Sony Computer Entertainment have ceased developing for any other machine (some PC CD ROM is still being developed by

SNK On Tour

Savage Reign, yet another beat-em-up for the Neo Geo, was launched during Japan's *SNK Live Tour '95*. The tour also saw the release of Sunsoft's latest game for the Neo Geo system *Galaxy Fight*, while *Double Dragon* the movie was being played all the time.

SNK fans gathered for a grand finale in the Tokyo Dome for some serious *Fatal Fury 3* romping with loads of goodies, with all proceeds going to the Kobe earthquake victims' fund.



▲ SNK fanatics getting together for a bit of cross-dressing action.

Toys for free



Look at those little *Street Fighter 2* characters on page 26, we have a set to give away (along with *Pretty Sailor Moon* figures) to whoever sends us the strangest Japanese-style postcard or picture. Entries to: Pretty Sailor Compo, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.

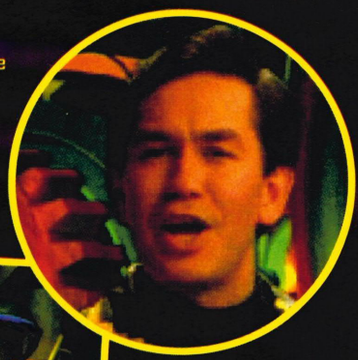


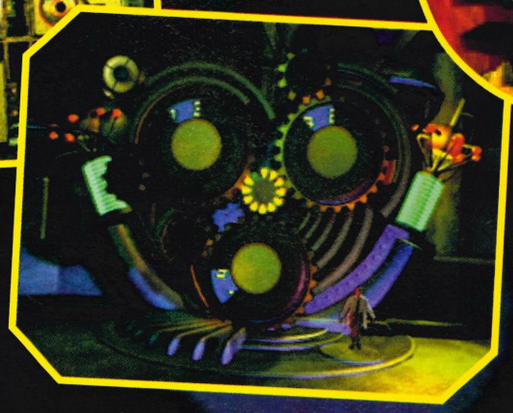
Japanese Top Five

1 Tekken ... ...Namco
2 Daytona USA ... ...Sega
3 Chrono Trigger ... ...Squaresoft
4 Starblade Alpha ... ...Namco
5 Super Formation Soccer 95 ... ...Human

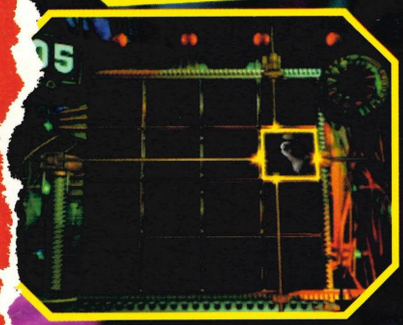


◀ Match the faces in the grid as fast as humanly possible. Good luck.





◀ That's you down there. You dance and dance until your number's up.



▲ This is how two players choose which puzzle to play.

Zhadi



▲ Choose who you want to be from a colourful bunch of characters.

Can interactive gameshows actually be any fun whatsoever? Well, Studio 3DO are in the process of proving that they bloody well can. The initial concept is based on you scanning through 65,000 (count 'em) channels while you're staying in a tiny country called Bizernia. You eventually stumble across the All New People's Gameshow, and you are invited to play.

So far, so good. The gameshow features real life video characters along with over 2,000 interactive challenges and a very impressive soundtrack. The mix of enhanced video images (streaming off the CD) and colourful and zany backgrounds works brilliantly in this game, and creates the right atmosphere. The down side looks like you can't play this by yourself, but at least it promotes playing this type of game with one, two or three more people. We like multi-players, they're good.

On top of the fact that the puzzles get more difficult as you



▲ This jacket reminds us of something Jonathan Ross used to wear. Anyway, this guy's your host.

their Sony Imagesoft division)...TRUE LINES.....



◀ Here you choose which specific type of puzzle you want to tickle your brain with. Sounds, shapes, faces or words... The choice, is yours.

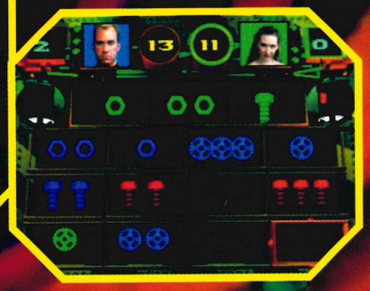


▶ Welcome to the Republic of Zhadnost. Here your mind will be tested until the very cells within it start melting.

nost

The People's Party





◀ You can play with up to three other people. Great party.

get better at them, the whole game has a 'completely dribbling mad bonkers' side to it which will make you laugh at first. A review'll be along soon.

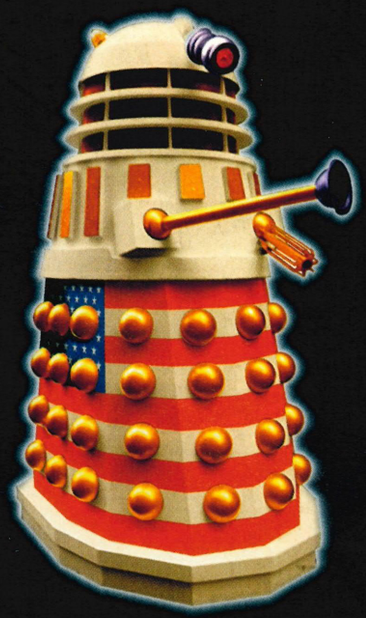
▲ Match colours, kind and numbers as quickly as you possibly can.

▼ This is one of those big slidey jigsaw puzzles. Great stuff.



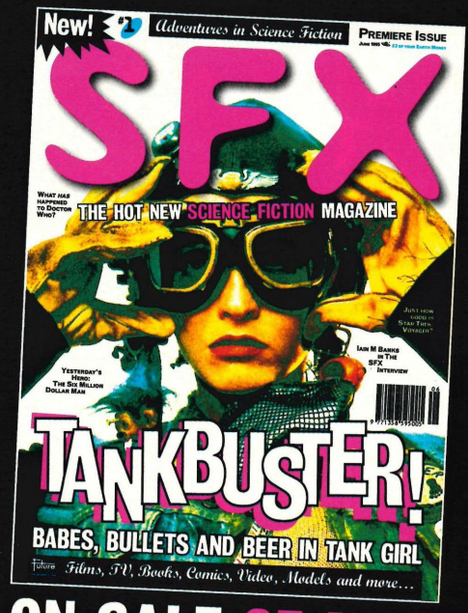
Machine	3DO
Publisher	Studio 3DO
Developer	In house
Style	Gameshow
Release	Summer 1995
Status	93% Complete

RESISTANCE IS USELESS!



HAS DOCTOR WHO GOT A FUTURE?

FIND OUT IN ISSUE 1 OF SFX, THE SCIENCE FICTION MAGAZINE



ON SALE 23 MAY

Future PUBLISHING

Films, TV, Books, Comics, Video, Models and more...

...TRUE LINES... Rumour has it that imported PSXs are outselling Saturns an amazing 3:1 in certain areas. But that would be awfully diffi



◄► There are numerous richly-designed areas, from a red desert to an industrial zone – *Crystal Maze*, eh?





▼ It's just like *Toshinden* and everything, but let's hope the gameplay's more intensive.



▲ A bonus level's still being worked into the code.

► Each character – unsurprisingly – has a spine-shattering assortment of moves.



Well thrash me silly if Zero Divide ain't another beaty...



▲ The programmers promise to address the slack response time that was evident when *Zero Divide* was shown to the press.

There's no doubting this game's similarity to 16-bit and 3DO smooth-moving beat fest ***Ballz***, and maybe there's a passing resemblance to ***Rise of the Robots*** (thank Jaysus it's only in the hot robot-on-robot action sense, though). But can we take yet another gorgeous-looking PlayStation beat-em-up?

We reckon we can, if its playability is as silky as industry insiders reckon. The gameplay borrows heavily from *Street Fighter 2* (always a good starting point for a beat-em-up), and it combines this with some slick viewpoint shifting (rather like that seen in *Toshinden*).

For such an accessible style of game, the story is strangely complex. Set in the near future, where the Internet is being accessed by everyone, an accident happens and the Giga Bit network's huge data bank – XTAL tower – becomes open to anyone with the secret address code. Someone steals a 100 Giga-bit unit's worth of data from many governments around the world. The technique used is highly specialised, and it's learned that the offence program which the hacker uses is running by itself. Cue each country sending in an android representative to access the tower and program. Phew.

Machine.....PlayStation
Publisher....TBA
Developer...Zoom
Style.....Android smacker
Release.....Autumn '95
Status.....60% Complete

ANIMANIA!!



◀ *Godzilla vs. Mothra*: This titanic battle is soon joined by Battra, Mothra's ancient enemy. It's a remake of the 1964 classic *Godzilla vs. The Thing*.

There's going to be no shortage of Japotainment at your local video cassette emporium this Summer. Pioneer and Manga are making sure there's a top variety of titles for your goggle box...



Pioneer

As well as the conclusion to their eco-flavoured *Green Legend Ran* series, the second part the *Kishin Heidan* series has also just been made available. If you've yet to get into the cool alternative earth pre-WWII series, we've got 10 copies of Volume One to give away, as well as 10 *Kishin Heidan* caps. To win one, just tell us which robot was after Arnie during *Terminator 2*. Answers to: Kishin Comp, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW.





Manga

To complement *Patlabor* and *Megazone 23* (both out in June) we have the latest Godzilla live action movie, *Godzilla vs. Mothra*. A meteor crashes in the sea, awakening Godzilla, who in turn causes the egg of Mothra to hatch. We've got 10 copies to give away. If you fancy one, simply tell us where Godzilla lives. Answers to: Mothra Comp, at the above address.



◀ *Kishin Heidan*: Volume Two of the Kishin Corps saga contains two half-hour episodes: *Surprise Attack!* and *The Battle!*

"SHOCK ! HORROR !

FEVER PITCH IN BETTER THAN FIFA SHOCKER ! IT'S FASTER, MORE CONTROLLABLE AND INFINITELY MORE PLAYABLE. NUFF SAID ?"..

STEVE MERRET MEAN MACHINES

Fever pitch soccer

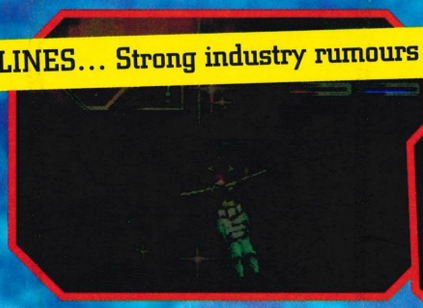
BRINGING THE GAME INTO DISREPUTE

AVAILABLE FROM 30th JUNE

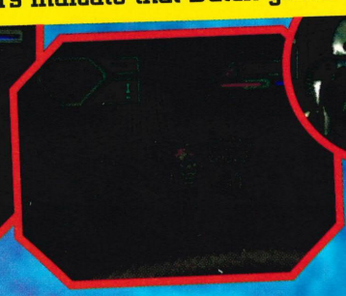
U.S. GOLD AVAILABLE ON SEGA LICENSED BY Nintendo

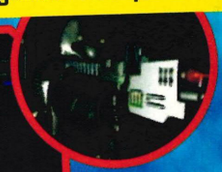
©1995 U.S.GOLD LTD. ALL RIGHTS RESERVED. U.S.GOLD IS A REGISTERED TRADE MARK U.S.GOLD LTD. NINTENDO ®, SUPER NINTENDO ENTERTAINMENT SYSTEM™

.TRUE LINES... Strong industry rumours indicate that Dutch giants Philips are developing an M2 upgrade cart for the CD-i as we speak..

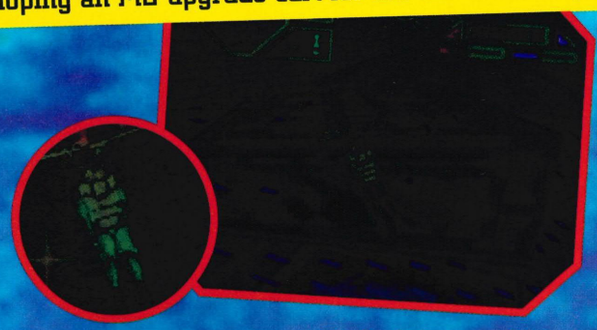


▲ Freely fly in this huge expanse that is the actual gaming environment.





▲ The intro is already looking damned sexy.



▲ The finished game will be brighter than the shots suggests.

Blimey, it's propeller-head Bladeforce where a man gets the chop'

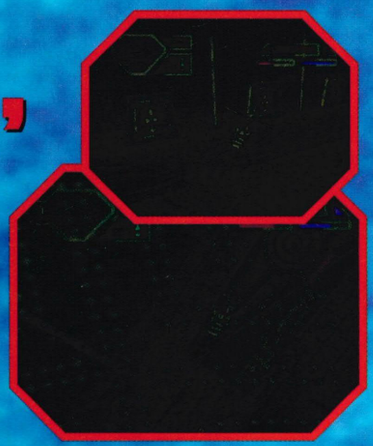


There's this guy, and he's got a propeller pack (thing) coming out of his head. He's you, or if you like, you are he. It's your/his job to save a city that has been taken over by a street gang. Yes, it's a 3D shoot-em-up with bags of flying action.



The version we saw still needed quite a lot of work invested in it, but the depth and speed of the game were immediately obvious. The HeliPak gives the player (you) access to a weapons pack (the developers still need to finalise the exact weapon choices) and requires some of the quickest reactions yet from all you 3DO players.

The finished game will feature seven levels each with four areas which you need to master, 500,000 polygons of texture-mapped stuff (with each object being computed in 3D).



▲ At the moment, your character looks like one of those deep sea divers you get in a bath tub. Or a goldfish bowl, even. *Hmmm...*

Machine.....3DO

Publisher....Studio 3DO

Developer...In house

Style.....Propeller-head flyer

Release.....Summer 1995

Status.....65% Complete

footy challenge



Want to win a PSX? Well, this could be your chance. US Gold, the people behind SNES footy romp *Fever Pitch*, have organised a nation-wide in-store challenge. Wahey!

The regional heats take place between 12.30pm and 3.00pm on Saturday 3 June at the HMV stores in Glasgow, Liverpool, Birmingham, Thurrock, Southampton, London (Oxford Street), Brighton, and on Saturday 10 June in Newcastle, Manchester, Leeds, London (Brent Cross Centre), Reading, Trocadero (Picadilly), and Croydon.

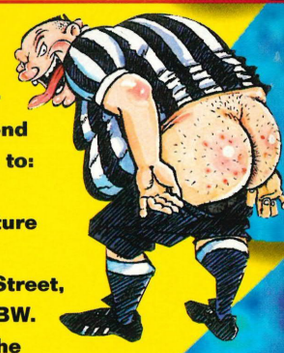
The winners of each heat travel to London on July 1st to play in the final being held at Level One, Oxford Street.

Win!

But that's not your only chance to win something, oh no.

US Gold have teamed up with us to give away 'Have you got the balls?' 'Parlez-vous?' and 'US Gold' logo t-shirts to ten Ultimate readers.

So, to clothe yourself this summer, just tell us who's your favourite bad boy football star and why. Send your entries to: Ooh! Aah!, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW. Oh and all the usual blahdy-blah rules apply. So there.



The Console Barometer

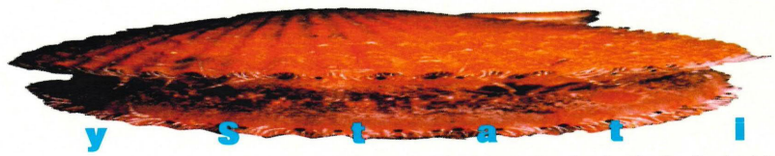
Only a few weeks left before you'll be able to go out and spend your dosh on your eagerly-awaited super console. So, which one is top at the moment? Which one of our New Breed of machines will tickle this month's Console Clam? The console barometer is the only way to get the truth.



Jaguar

Sadly, this month the Jaguar is complete pants. The games that are being released are no where near the standard of *Doom* and *AvP*. But, all is not lost – the VR headset has stirred something deep down in our bellies... this and the CD unit could well tickle the creative glands of the developers.

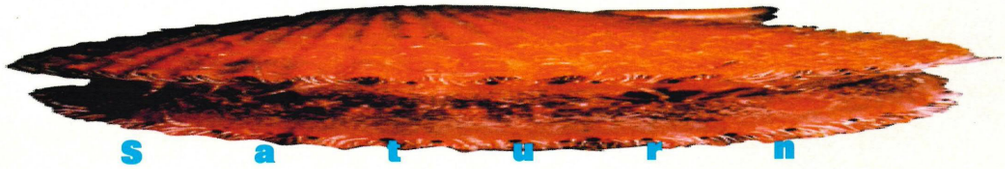
Score: 4/10



Playstation

If games like *Jumping Flash* are starting to come out for the PSX, things are certainly looking even better than before. The announcement of the official launch date in the States has quashed rumours of a delay until Christmas, and that can only be a very good thing. Especially with an official price of $299.

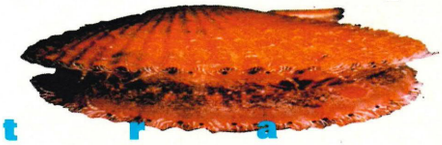
Score: 8/10



Saturn

Launching the Saturn in the States four months before expected is a huge coup. Will this lead on Sony prove a master stroke though? Platformers like *Astal* still aren't quite there. But with an official line-up of strong titles, Sega certainly have the edge on the competition this month.

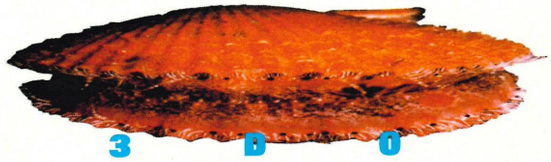
Score: 9/10



4DO

Yes, it's the first swing on our cosole barometer for Nintendo's mystery-drenched machine, and it only just scrapes through. Its rating is based on the first unveiling to the trade amd media at the recent E3 show – physical proof of the console's existence. But the fact that it's not being released until next January in Japan, and not until April for the UK forces it right down. Oh yes.

Score: 5/10



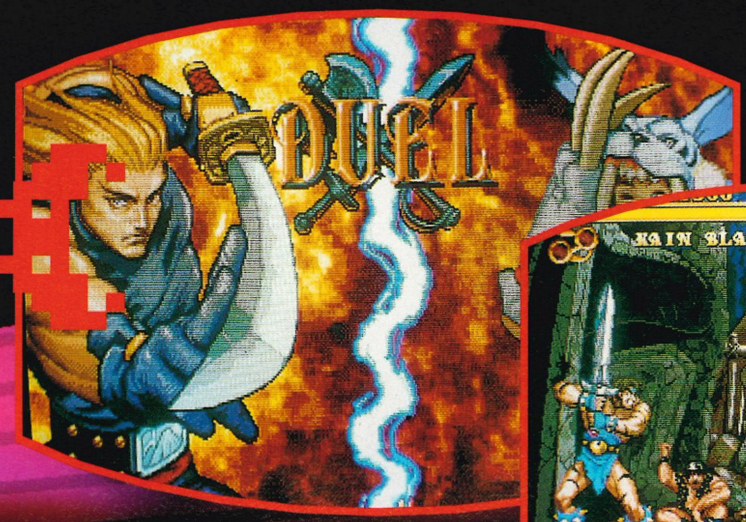
3DO

It's strongly rumoured that the price will drop to $299 in the States (and is sure to be mirrored over here). The M2 being revealed to Ultimate (backed up with some spiffing software) also gives it a real boost, but the PlayStation and Satun battle is still continuing to steal the limelight. It's still contiuing to get some top quality games, though. Top.

Score: 7/10

Clams, a member of the Bivalvias, are among the most widely encountered molluscs and have gaping shells. Consequently, they make ideal barometers.

120405
345589
756456
974467
255468



▼ *Golden Axe: the Duel* has just hit Japanese arcades as we go to press. It'll take 3-4 months to reach the UK.



▲ 'Duel on' and all that. It's a straight one-on-one 2D beat-em-up – can it stand out from the rest?

A ground-breaking slap

Golden

(and not



▲ This shows Sega's commitment to traditional 2D sprite-based games, in these heady days of texture-mapped polygonal tomfoolery.

Ooh, we've been waiting for this beat-em-up title for ages, and at last it has stormed into Japanese arcade-goers' attention.

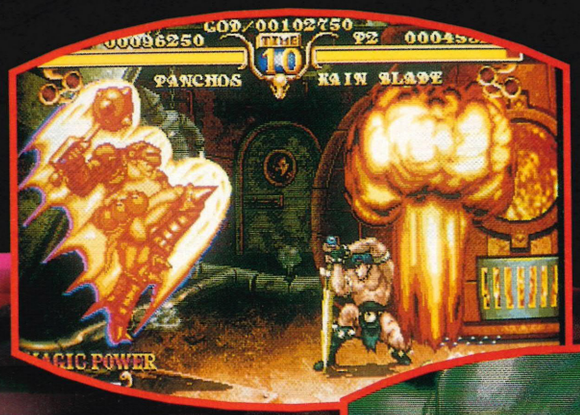
It has been developed by Sega's AM1 R&D department, who were responsible for all the previous entries in the *Golden Axe* arcade series. So it's no surprise that almost identical characters have made their way to this revamped version – the aggressive dwarf, the hefty barbarian, the proud amazons. And yep, the action still takes



◀ There are certainly more than enough characters to choose from.

▶ I fancy that's a bit of slick scaling going on over there. Not bloody bad.

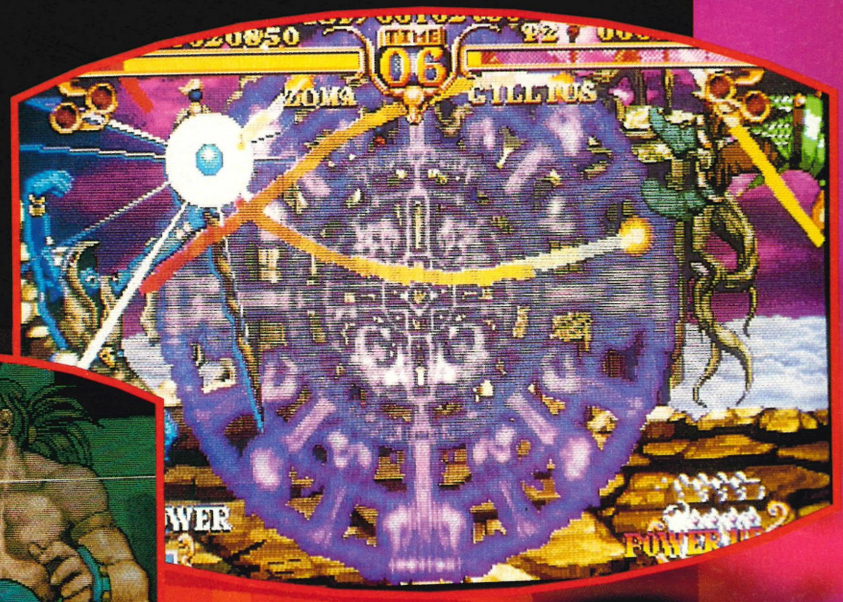




▲ It'll certainly be able to compete with other home 32-bit games.



▶ Too many naked torsos can spoil a game, it has been said.



▲ Special move and a half. Are you getting bored of special moves yet? Are you? Well ARE YOU? Nah, neither are we.

em-down?

Axe: the Duel

a chopper gag in sight)

▼ Weapons are the in thing with ST-V beat-em-ups it would seem.



place in a fantasy world peppered with heroes.

There's not really any surprise in the gameplay department either: after having chosen a fighter you're thrust into the heat of a duel, with weapon, feet and fists forming the meaty bits of your attack (all are backed up with special moves – no surprise).

And blimey, it looks unshockingly slinky too, with colourful backgrounds, fluid animation and attractive sprites. So, you might say it has all the hallmarks of a classic... and that's maybe where it comes a cropper. There's nothing really in there to distinguish it radically from the rest of the 'classic' crowd, such as *Kaiser Knuckle* and the like. But, and this is where our enthusiasm really starts to get working, the fact that it is on an ST-V board means that it'll allow Sega to release the game on two different platforms, and on the Saturn it is certain to be a big hit, due to its closeness to the arcade version.

The ST-V board price contrasts favourably with the expensive Model 2 board (the kind used for *Sega International Rally*). It also allows Sega to compete with the System 11 board (which Namco used for *Tekken*). *Golden Axe: the Duel* is a fine demonstration for the ST-V's sprite capabilities, and according to Sega Japan, original games are being developed for the ST-V, with conversion to the Saturn taking a mere three months. This is because their technologies are based around the same chip – the main differences between the two are that games are stored on cartridge on the ST-V and its RAM is also bigger than the Saturn's. As we've been telling you, investing in one of the super consoles seems to ensure that you're truly on the cutting edge of entertainment...



▲ Ooh, pretty pretty colours. In the backgrounds and on the floors. Let's see some blood now, eh?

▼ A loading screen – possibly the first and last one you'll see in Ultimate.



Bond-age

Q

Toys, gadgets, audio-visual marvels and up-to-the-minute technological advancements are what our generation is about. Feast on this month's selection.

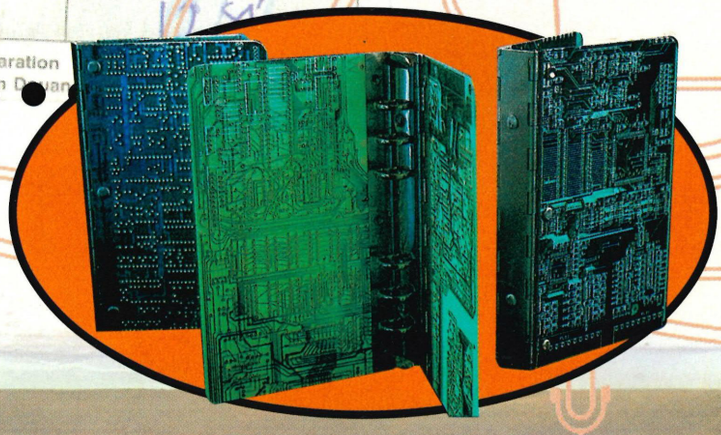


CD Turntable

Llllllazer scra-scra-scra-scra-scratching is no longer a dream for the modern DJ thanks to this new CD turntable. The Pioneer CDJ-500 gives the DJ full control of the CD, enabling him to sample, scratch, loop and mix on CD. Slow it down, speed it up, store into the memory for sampling and continuous mixing. And unsurprisingly, you don't even harm the disc. So, no more lugging around huge turntables and mixing desks for your mobile disco. Could this be the final blow to groovy old vinyl?

Available from Pioneer for £799
More Info – 01753 789789

Recycled Filofax



The reincarnations of yesterday's gadgetry, including the ZX81, are here in the shape of personal organisers, clipboards and notepads. Recycled circuit boards make up these basic office items, with the etchings and component names still on them. This is your big chance to have ancestors of the Pentium sitting in your back pocket for only £15.

Available from Cutouts
More Info – 0181 567 2847



Timex Watch

Playing *Tekken* too long and forgot that important lunch date? With the Timex Data Link watch you'll never forget 'things that need doing'. If the information is stored on a PC (using *Microsoft Windows 3.1* or higher) and you have a CRT monitor, placing your watch against the screen transfers the data to your wrist. Crivens. It has an Indigo night light, is water resistant, makes coffee and of course tells you the time. Watch and disk cost around £120, but you might have to fork out a bit more if you want the PC as well.

More Info – 0171 630 8180.

Mugger Buster



Not so much a gadget, more of a serious threat to your attacker's ears. The Mugger Buster has a 120 decibel siren, a strobe and torch. Can also be used for impromptu raves and parties. Write in and tell us what you would do with a Mugger Buster and you could win one. Answers to: Buster!, Ultimate Future Games, 30 Monmouth Street, Bath BA1 8BD.

Available from Maplin Mail Order priced £9.99

More Info – 01702 552911

WIN!



Butt Head

First seen on the Paris catwalks, this head-gear is a must for your summer swimwear collection. (What a load of old guff – Ed.) Just get a mate, strap them on your pates and bung balls at each other – the chicks fall for it, apparently.

Available from leading toy stores priced at around £10

Air Zound



The ultimate accessory for the bicycle boy racer, Air Zound™ from Ison Distribution is your safe bet for accident prevention. It's as loud as a car horn and recharges using compressed air from your bicycle pump, making it environmentally friendly. We'll give one to the person who can tell us how an official BMX race is started. Entries to: Very Loud Horn!, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.

Available from good cycle shops for around £20

WIN!



SF2 models

"We are family, I've got Ryu, Ken and Bison with me!" These bonkers cuties are available mail order from Project K, along with all the latest videoculture-related looney tackle hot from Japan.

More Info – 0181 5081328

Ultimate Feedback and Letter

Write, wail or surf down our internet tubes. Tell us what you like or loathe about the mag – it's yours after all. When you buy a copy of Ultimate, you're taking an interest in your future pleasure. So get involved...

Still moaning? You tedious get!!!

In response and defence of Mr Still (issue five), I would like to state that the Jaguar nukes the PSX and Saturn, and Mark 2 will eat every other machine for breakfast (except the new one Sega are planning, of course).

The Jaguar's CPU handles its instructions in less cycles than the PSX and Saturn (8.5% faster in its execution).

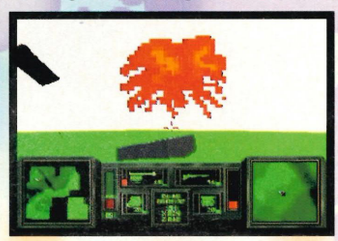
Despite what Edge says, the PSX and Saturn offer only 8-bit colour from a 24-bit palette, whilst the Jaguar offers 24-bit display (worth twice the cost of the Jaguar itself). Sony and Sega offer 44.1KHz stereo sampling and plays whilst the Jag goes up to 50KHz.

The Jaguar offers full x12 buffering, whilst the Sega and Sony formats only offer... well, neither. You'll never see *Alien vs Predator* on the PSX or Saturn because it's in 16/24-bit colour with bitmapping (something neither machine excels at, esp. PSX).

The Saturn and PSX only beat the Jag in polygons, but if Atari add a special chip to... oh, I seem to have forgot – it's about pixels (a technique seen in *VF*). The Jaguar is by far superior and with CD ROM, it looks a definite contender.

Maybe Edge's claims of Atari turning the games world upside-down are no exaggeration after all.
Jag Hater, Leicester

Uh, right, quite. Uh-huh. Now look at the games. Enough said. U



▲ *Aircars*: the future of 64-bit finger-pumping pleasure? Ah, no.

Striker!

In Issue five you ran through all the Next Generation hardware stating future games etc. You said that *Primal Rage* was going to be released for the following formats: 3DO, CD-i, PlayStation and Saturn. I understand that this is a Time Warner/Atari game. I'm worried to the fact that you did not say whether or not *Primal Rage* was going to be released on the Jaguar. Is it destined for the Jaguar and will it be arcade perfect?
Lee Chapman, Melton Mowbray, Leicestershire

"Hello how are you? I am fine thanks for asking. Ha heee ho ho insane in the membrane EEEEE insane in the brain!!!"
Joseph Cameron, Milnathort, Scotland

It was a mere slip of the Mac mouse that lead to the lack of a *Primal Rage* mention in the Jaguar section. But do not fret. The prehistoric beaty will thrash its way onto the Jag CD during mid-October. 'Arcade perfect' is a slightly overused and watery term. A good conversion does not necessarily guarantee a good game. U



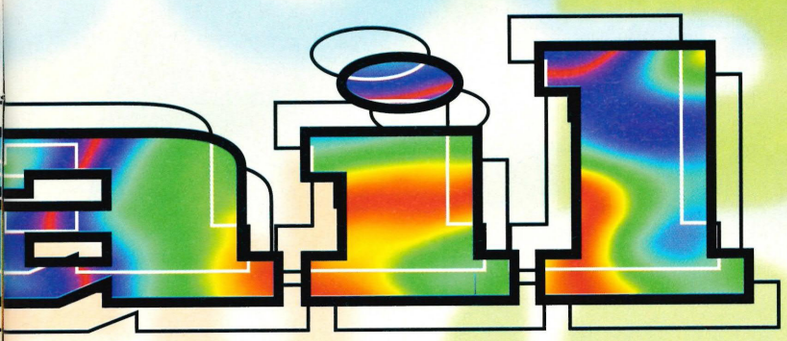
▲ *Primal Rage*: monster hit or Pleistocene Plasticine pump?

Make contact

U-mail
Ultimate Future Games
30 Monmouth Street
Bath, Avon BA1 2BW

U-mail on E-mail:
droberts@futurenet.co.uk

other white noise



E-Mail things

I was reading your magazine and I saw an article about the NEC FX. I was wondering if you're going to do any more coverage on it? I feel that since it's a new machine it should get a bit more mention.
Dean

There are no plans to launch the NEC FX in this country and you're going to have to travel a long long way to find an importer who stocks it. That's why we're not covering it as much.

So far we have read every issue, but we are getting bored that you don't have a full cheats page, with questions and answers about games. I think you should have at least half a page to a page per format that you review regularly.
Kabaddi and Plant Pot

We're not your average videogame mag and feel that the cheats and tips you'll find sunning themselves on our pages are adequate. We're currently interested in using the space to bring you all the information on the games you can expect to be playing within the next six months.

I have read countless articles concerning the Sega Saturn and the Sony PSX. I find that both consoles are super-duper, but I can only afford one of them. Each console has games I longed for. So how do I decide? Or should I just concentrate on my 32X?
Anon

Basically you decide by reading our magazine, finding the types of game you enjoy playing and looking at the scores we give them.

Suck 'em and see

John Bennet, you're a dork. Two good games for the Jag? Tell me which two you mean out of *Cannon Fodder*, *Flashback*, *Doom*, *Iron Soldier*, *Alien vs Predator*, *Syndicate*, *Tempest 2000*, *Brutal Sports Football*, *Theme Park* and *Sensi*. Let's face it, Atari only have the biggest game company, Virgin, some small name Japanese firm called Sega, and a bunch of blokes called EA to support them. The games? Well, in the line-up are a couple of rather good games actually, unless you've never heard of *Virtua Fighter*, *Daytona*, *MK3*, *FIFA* or *Need for Speed*. John Bennet, buy some lozenges – it might hurt when you eat your words.
Scott James, Hazelmere

Look at the selection of Jag games you give. They're mostly pretty good. Mostly. But *Tempest 2000* is really the only reason to buy one going by your list. The rest would keep you reasonably happy if you already owned one. The Sega and EA deals have yet to bear physical fruit – titles like *Daytona* are hideously unlikely to appear on your Jag. When are we likely to see some quality original games? Bloody soon, we hope.

Backache

I am a great fan of your fine publication. However, my collection of your magazine is incomplete. Do you run a back issues service, as I missed Issue 2?
Christian Dühn, Brislington, Bristol



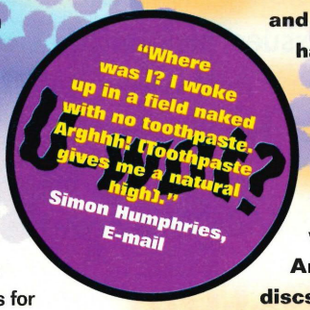
We do indeed, and you'll find it nestling somewhere between pages 64 and 66.

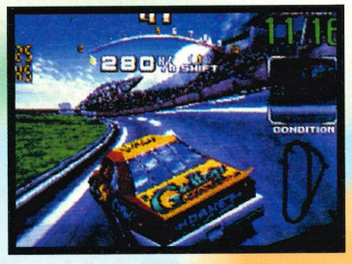
Import dilemma

Please can you help me – I intend buying a PSX or a Saturn, but I don't know which one to get. I want the one that has the most beat-em-ups and driving games but I am also looking for a challenge – *Ridge Racer* is a cinch compared to *Daytona*, but the car is easy to control in *Ridge* and the graphics are much better. The gameplay is better as well, so what should I go for – gameplay or a more difficult game?

I was also wondering if you could help me with the prices of the consoles because some magazines say that it will cost about £300-400, but others say £600-700 for the official UK model. In some mags they are selling a Japanese version for £600 just for the machine – you have to buy the leads and mains adaptor, which adds up to £80, so you have to pay more than they say it costs to actually play on the damn thing. Please help me, I'm as confused as a rather large confused type of thing.
Gareth Crossfield, Ynys Mon, Gwynedd

Which element do you find essential in a game – playability or difficulty? Every serious gamesplayer would have to subscribe to the former element. But hey, *Daytona* isn't entirely unplayable. As for prices, according to our sources, the PlayStation is likely to role in for £299, while the Saturn will retail around £399. And yes, import machines will always be hideously expensive (remember the leap in US SNES import price as the idea of playing the very latest games became more attractive?).





▲ *Daytona USA*: does playability have to be sacrificed for difficulty?

Fluff off

A few weeks ago, after many months of hard saving, I bought a Sony PSX. After many a long night on *Toh Shin Den* my beloved PSX began to make crazy noises. Upon opening the lid I found that the bottom of my disc was coated in dust and fluff and the 'Station was having a bit of a hard time loading some of the bouts. Have you ever had any problems with disc fluff? And will UK PSX discs be compatible with imported 'Stations?
Jeremy Dakin, Winsford, Cheshire

The only fluff we've had the odd spot of bother with is the blue, belly kind. PSX discs can be treated in the same way as conventional CDs, and a gentle rub in a straight line from the inside to the outside with a soft cloth should get rid of any dust. The UK PSX discs will not be compatible with the Japanese machine, but an Action Replay adaptor is in development for the UK 'Station.

Now your favourite magazines are on-line.

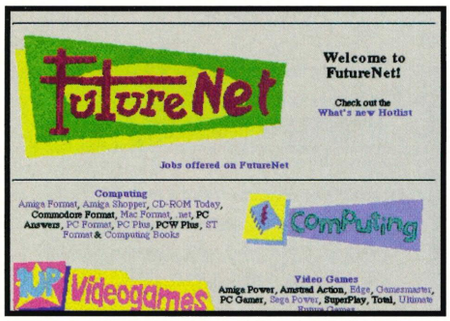
FutureNet

Future Publishing has extended this magazine onto the Internet. With FutureNet you can talk directly to the editors, check out next month's contents, search back issues, pick up the latest news, buy mail order products and even subscribe on-line!

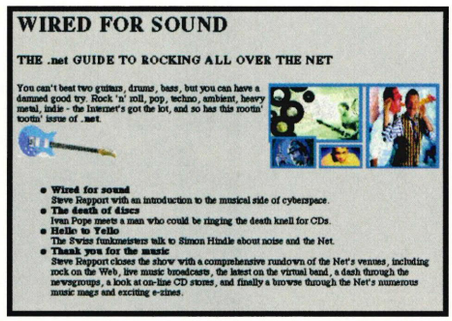
All you need to connect to FutureNet is an Internet account, such as Demon or Cityscape, or a direct college connection. Then simply use your World Wide Web browser to connect. There are no hidden charges – it's completely free!

Point your World Wide Web browser at:

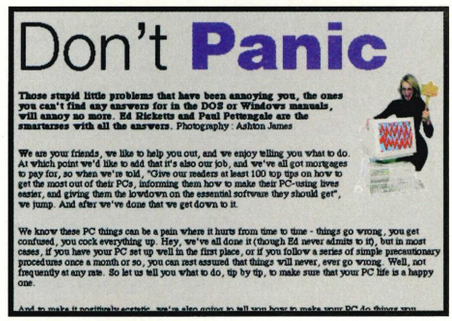
http://www.futurenet.co.uk



FutureNet is Future Publishing's on-line service, featuring information from over 30 magazines.



You'll find the latest information on new issues and forthcoming special offers.



Articles from back issues are available free to search and browse.

To advertise on FutureNet, email **Simon Richardson** at srichardson@futurenet.co.uk or call 01225 442244.



Specials

32 Frustration!
Nude pictures are everywhere. On CD ROM and the Internet. So, what are you going to do about it, eh?

36 The Ultimate Quiz
Are you the Ultimate game spaz? Test your videogaming knowledge, and win yourself £250!

40 Banned!
More controversy. With 32-bit games being more realistic than ever, will some face censorship?

43 Battle for Britain
Find out how many British developers are getting involved with the Next Generation.

52 Ultimate Tech Specs
Everything you need to know about the technical specs of the Next Gen consoles.

56 FAQs
You need to know the answers to all those frequently asked questions about the Next Gen.

61 Bluffer's Guide to Philips
The Dutch giant is the last to be under the spotlight.

62 What's on the Net?
Two hours on the Net looking for the best videogame sites.

68 Accessories
What flash add-ons can you get for your super console, then?

Ultimate Section 2

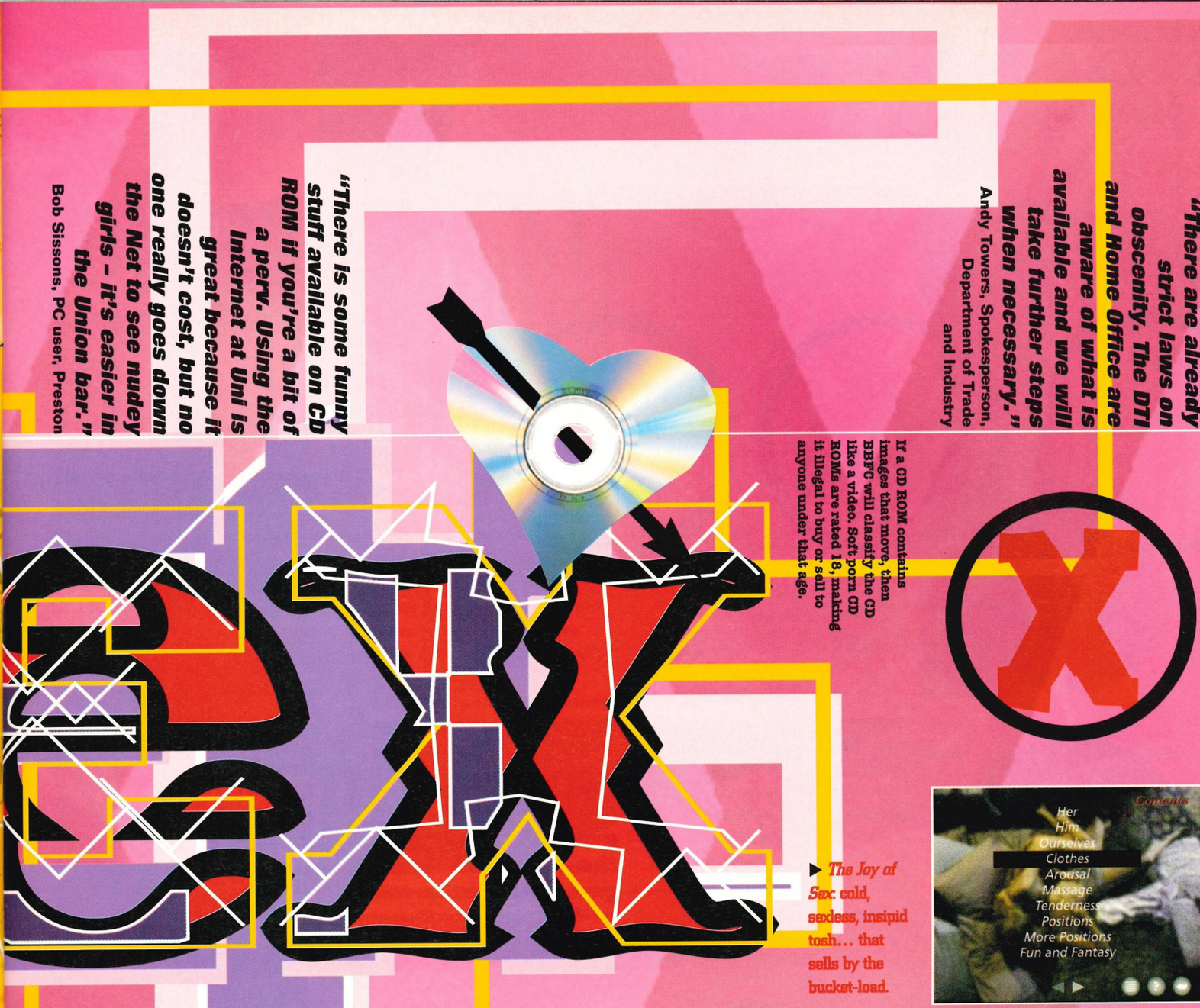
Seedy



In one way or another, blokes are always doing their utmost to get hold of any nudey pictures. It's in their blood. So give them a sniff of sex on the Net or au naturel action on CD ROM and they'll spend every second and every penny trying to get hold of it. But is it worth it?

"If consenting adults want to watch sex on CD ROM or the Internet, then they have every right to. If it has been classified by the BBFC, then kids can't get hold of it anyway."
Colin Garrity, Features Editor, The Sunday Sport

The Joy of Sex was originally published in 1972 and has sold millions worldwide. It is available on CD ROM, but not in a fully interactive form.



"There are already strict laws on obscenity. The DTI and Home Office are aware of what is available and we will take further steps when necessary."
Andy Towers, Spokesperson, Department of Trade and Industry

"There is some funny stuff available on CD ROM if you're a bit of a perv. Using the Internet at Uni is great because it doesn't cost, but no one really goes down the Net to see nudey girls – it's easier in the Union bar."
Bob Sissons, PC user, Preston

If a CD ROM contains images that move, then BBFC will classify the CD like a video. Soft porn CD ROMs are rated 18, making it illegal to buy or sell to anyone under that age.

▶ *The Joy of Sex*: cold, sexless, insipid tosh… that sells by the bucket-load.

"We have to assure parents that children will not venture down the wrong path when we install the Internet. We are keeping an open mind about problems that might occur. We have had no problems with the misuse of CD ROM and we have a wide selection."
Colin Pearson, IT Teacher, Beechen Cliff School

In the deeply digital '90s, sexy old sex has smeared on the slap, discovered the glamour of CD ROM and even hitched a ride on the Information Mega-avenue. Thing. There's more of it around than ever before, but isn't it just all a big commercial con that exploits the instincts of millions of young hot-blooded adult males?

CD ROMs – top totty action or what?

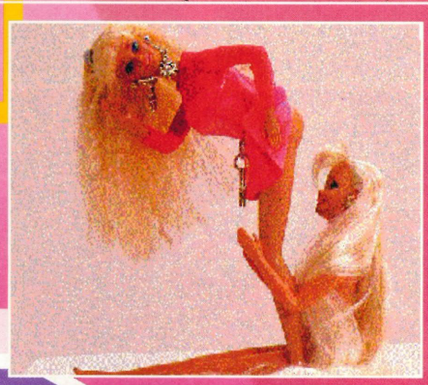
Well, not really. There are a number of CD ROM titty-titles on the shelves, but to be quite honest, you'd be better off spending your dosh on proper gaming action for your console. The thing is, if you've bought into (or are thinking of buying into) the Next Generation, you'll find that what's available is either sexucational (*The Joy of Sex* or *Pleasures of Sex*) or complete piffle (like *Heatwave*). PC CD ROM owners have access to a much wider range of dodgy discs, but the only way to get hold of these is through bizarre mail order companies. And once again, the actual result is a load of low-res, badly scanned-in, expensive filth.

XXX

"My kids are always on the PC at home and I've had to learn how to use it because I want to know what they're doing. If kids manage get hold of pornography on the Internet then it's up to the parents to put a stop to it."

Julie Vixter, Sales Assistant, Newcastle

Digital Dreams is the only British adult magazine with a free 'porn' CD ROM on every cover. You do have to be 18 to buy it though.



"Soft porn on CD ROM is not that much of a problem because it usually gets classified by the BBFC. The Internet is a whole new ball game and authorities are looking into it."

Ian Muire, Operations Manager, The Video Standards Council

The Law likes an ass

Okay, we accept that these CDs make it into this country, but how do all of the freely available sexy CD ROMs manage to bypass the notorious age-rating system? Very easily. A bit like out of the British Board Of Film Classification (for films), the good people at the European Leisure Software Publisher's Association (ELSPA) devised the rating system as a handy, wipe-clean series of guidelines for over-protective parents of laughably sensitive children. But hey – videogames. You know, they're not REAL, are they? Whereas - pornography... Surely we need to take a stand to protect the fresh-faced young 'uns from that grubby old business, huh?

In fact, the age-rating system can only work if software publishers choose to become members of ELSPA, and, unsurprisingly, the CD ROM sex companies don't tend to see the myriad benefits of membership, preferring to go it alone with 'anything goes'.

◀ Pornsters beware. ELSPA, like a gameplaying Anne Robinson, is watching yer.

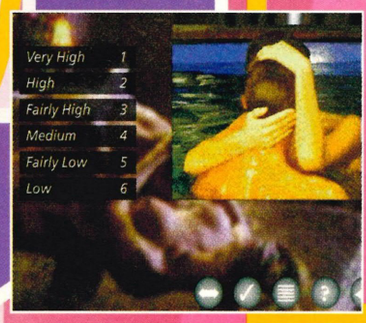
The amusingly named Steve Cheese (of ELSPA) elaborates: "Soft porn is subject to the Obscene Publications Act – and it has to be pretty obscene to fall foul of that. Sex-oriented CD ROMs should be clearly marked as not for sale to under-18s. But at the moment there aren't really any laws to enforce this. It's just a guideline for retailers."

And there are other loopholes...

"Still images – say, a collection of pornographic pictures collated onto a CD ROM – would be subject to the Obscene Publications Act, which states that the product has to be 'obscene to its intended audience'. And, obviously, as sex CD ROMs are intended for adults, they're highly unlikely to contravene the act.

"Moving images, however, are classed as 'video works' and are immediately required to be submitted to the BBFC for certification. Even if the material is very soft, but hasn't been submitted, it's still illegal, and everyone involved in its manufacture, distribution and handling could be subject to fines and prison sentences."





◀ Weigh up the odds – hours of sensory overload with *Tekken*, or two costly minutes with some pixelated lassettes.

"I am against censorship, but there is a problem on the Net as there is no classification system and young kids can get hold of some very disturbing images."

Chris Ward, Features Writer, Today

"There's loads of stuff available on the Net if you can be arsed sitting around for ages reading through people's fantasies and have loads of money. It's much cheaper to get to Soho and spend £4 on some dirty pictures."

Karl Foster, Editor, Futurenet

Obscene material on CD ROM containing children and animals is prohibited and dealt with under the Obscene Publications Act. With harsh prison penalties and fines.



What about the Internet – any filth on there?

Surfing for rude pictures on the Internet is a frustrating, time-consuming and damned expensive business at the best of times. Once again, the torrid-blooded drive of desperately getting hold of this stuff makes you forget how much money you are spending for on-line services and the telephone bill. Practically all the sites have become overloaded with 'traffic' and have had to shut down. What's left is a mess of obscure bulletin boards and patchy newsgroups offering either CD ROM porn for sale or demanding a credit card fee for the privilege of a startled gawp at some studiously unerotic and slightly blurred gynaecology.



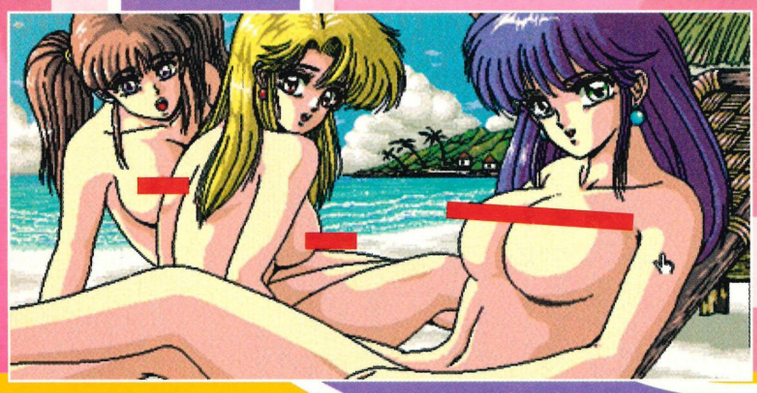
So, back to drivin' and fightin', then?

Yes. To be honest, the availability of porn material on CD ROM and the Net has been massively over-hyped – mostly by the tabloids and television, through knee-jerk reporting. The images of hundreds of thousands of deranged adolescents dribbling over child pornography that we're constantly bombarded by, are both insulting and completely fabricated. Yes, there is a small element of this that exists within the computer entertainment business, but no more than in other popular industries, such as magazines and home videos.

Most of you wouldn't mind surfing the Net for a few nudey pictures, let's face it, but when you finally get to them after hours of tramping through endless dubious addresses, there's no doubt that you'll think, "What was all the fuss about?" and, after a quick shower, go back to playing *Tekken*, *Virtua Fighter* or *Ridge Racer* on your super console. And you wouldn't be wrong.

Come on – at least give me some cartoon smut...

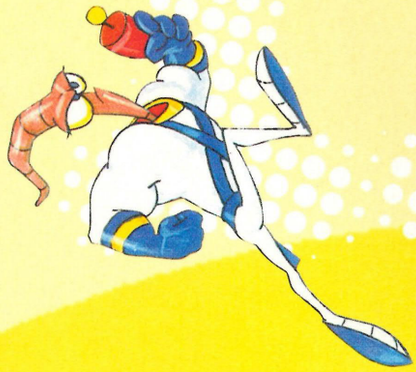
To get hold of Anime schoolgirls with their kit off, once again you'll have to travel far. This type of 'porn' is incredibly popular back in Japan, but seems to be an acquired taste here in the UK. In Japan, it's against the law to show any form of genitalia, forcing the producers of these films to fuzz out the 'bits' or hide them altogether. Take note that actually getting hold of these videos over here is just about impossible, unless you know some speccy collector who travels over to Japan every six months to get hold of 'em.



Game Spaz

You could

SO you think you know everything there is about videogames, huh? You fancy yourself as the Stato of the electronic entertainment world? Well, not so fast. If you can answer every single one of these 100 questions, we might have to admit that you are the Ultimate Game Spaz. If you don't... crawl back to whence you came.







Game Spaz presents

The Ultimate

Prize: Whoever gets the most correct answers wins £250 and a big, shiny trophy declaring their quite remarkable excellence in the Game Spaz department. Your time starts now...

Videogame history

1 What is the most successful videogame of all time?

2 How many copies has it sold to date?

3 In the film *Terminator 2*, which ancient coin-op is John Connor playing when Arnie comes looking for him?

4 Which 1973 thriller starring Charlton Heston was the first film to feature a video arcade?

5 Which videogames giant was founded in the same year as when the telephone was invented?

People and characters

21 Name the man who founded 3DO.

22 Name the main character in the Saturn's platform game *Clockwork Knight*.

23 Who's the president of Atari?

24 Just who the heck is John Madden?

25 Name the Russian who invented *Tetris*.

True or false

31 The president of Shiny Entertainment and creator of *Earthworm Jim* is Fred Perry.
☐ True or ☐ False?

32 Joypad cables in Japan are half as long as those in Britain.
☐ True or ☐ False?

33 Only a mere 25% of British gameplayers are female.
☐ True or ☐ False?

15 The most technically advanced and commercially disastrous hand-held console around.

16 The nationality of Ultimate Future Game's launch editor.

17 The name of Amstrad's famous 8-bit console.

18 The company responsible for *Ultimate Parodious*.

Quiz

6 What was the first film to feature one of the characters playing with a Game Boy?

7 When was issue one of Ultimate Future Games on the streets?

8 In what year was Atari founded?

9 When was the Mega Drive released in the UK?

10 Who coded the 1984 classic *Dropzone*?



What is it?

11 Apple's soon to be released CD console.

12 Sega's 32X/Mega Drive combo.

13 AT SOILY PANT (Anag – one word).

14 The company that's secured the rights to *Mortal Kombat 3* until '96.

19 Nintendo's soon to be released 32-bit thingy.

20 Most people's opinion of hyped beaty *Rise Of The Robots*.



26 In what game did Mario make his first appearance way back in the early eighties?

27 Who is the owner of MicroSoft?

28 Who is Bradley Merrett?

29 Name the icy fighter in *Killer Instinct*.

30 Who is the central character in platform romp *Flashback*?



34 *Donkey Kong Country* is called *Super Donkey Kong* in Japan.
☐ True or ☐ False?

35 There are twice as many videogames magazines in the U.S. as there are in Britain.
☐ True or ☐ False?

36 Hudson Soft have developed a ten-player version of the classic SNES game *Super Bomberman*.
☐ True or ☐ False?

37 *Night Trap* on the Mega CD was the first game to be withdrawn from sale because of sexual or violent content.
☐ True or ☐ False?

38 The PlayStation started life as an all-in-one SNES and CD drive.
☐ True or ☐ False?

39 Originally, *Mortal Kombat* was going to be a game starring muscle-meister Steven Seagal.
☐ True or ☐ False?

40 The most sequelled game of all time is *Mega Man*.
☐ True or ☐ False?

Game Spaz

Picture this

A Which version of *Doom* is this?



B Name this top racing game.



C Which version of *Sonic* please?



D Name the footy sim series.



E Name of game and system please.



F Who on earth is this guy?



G Who used this dog in their advertising campaign?



H Whose scratch-like logo is this?



I Who's this polygonal geezer, eh?



J Is this or is this not a fit lass?



Name the game

41 The beat-em-up featuring a French heroine called Charlotte.

42 The biggest selling 16-bit console game of 1993.

43 'Wow what a start! That's just what I wanted to see!'

44 The 3DO game which displays an advert for the US Army whenever you press the pause button.

45 I GIVE RUTH FART (Anag – 2 words).

Tough cookies

51 How many kilometres of track does *Cruis'n USA* boast?

52 Which Japanese city is home to Konami?

53 What does the word Sega mean in Italy?

54 What is the Atari Catbox, then?

55 Whose first game was the cack 1968 *Computer War* destined for the arcades?



Miscellaneous

61 What colour will the European Saturn be?

62 How many colours are there in the famous Apple logo?

63 Which company makes the Neo Geo?

64 Who publishes Ultimate Future Games magazine?



D'ya like my anorak?

71 How many channels of stereo sound does the Sony PlayStation's sound chip manage?

72 What is the height of the PlayStation in millimetres?

Multiple choice

81 What's the name of Namco's twisty controller?

a) ☐ NegCon
b) ☐ NamCon
c) ☐ NorCon

82 How many bits is the CD-i, then?

a) ☐ 16-bit
b) ☐ 32-bit
c) ☐ 64-bit

83 How many buttons does the Jaguar joypad have?

a) ☐ 15
b) ☐ 16
c) ☐ 17

84 The colour of PlayStation CDs is:

a) ☐ Silver
b) ☐ Black
c) ☐ It varies

85 The 3DO, split-screen, race-for-the-flag war game is called...

a) ☐ Return Via
b) ☐ Return Fire
c) ☐ Return my pliers

You could

The Ultimate Quiz

46 GONAD RAZOR PEN (Anag – 2 words).

47 The racer featuring vehicles called Penguin and Bolbox.

48 You play a character called Kaeru Furyuge.

49 TAKE HOOKED BILL (Anag – 3 words).

50 It has been described as a cross between *Magic Carpet*, *Star Fox*, and *Space Harrier*.

56 What's Ultimate Future Game's Internet address?

57 Name the first three games announced for the Virtual Boy.

58 What or who is *Tama*?

59 On which system does 2D beat-em-up *Ultra Vortex* appear?

60 For how many miles does the longest race in the 3DO's version of *Road Rash* stretch?

65 Which game's advertising campaign stated: '5 different guns, missiles, super missiles, 2 kinds of bombs and a change of clothes'?

66 What happens if you complete the *Galaxian* intro screen in *Ridge Racer* on the PlayStation?

67 On which Next Gen system is *Wacky Races* set to appear?

68 Complete the following title: *Trevor McFur In...*

69 Vinnie Jones appeared in an infamous poster campaign for which console title?

70 Name three of the characters in *Toh Shin Den*.



73 What's the height of the Saturn in mm?

74 How many colours are found on the Saturn's palette?

75 How many plain polygons per second can the PlayStation display?

76 How many colours can Atari's Jaguar console display?

77 Exactly how many polygons per second can Nintendo's slinky SFX chip produce?

78 In Japan which is cheapest, the PlayStation or the Saturn?

79 Where was the first test site for the arcade game *Pong* in 1972?

80 What is Satellaview?

86 How many missions does *Dark Forces* on the PC boast?
a) ☐ 14
b) ☐ 15
c) ☐ 16

87 The Jaguar's *Mario* clone is called...
a) ☐ Raymond
b) ☐ Rainman
c) ☐ Rayman

88 *Crime Crackers* appears on the...
a) ☐ PlayStation
b) ☐ Saturn
c) ☐ 3DO

89 The Ultra 64 was formerly known as...
a) ☐ Project Reality
b) ☐ Ultra Reality
c) ☐ Pretty Realistic

90 How many characters are there in *Tekken*?
a) ☐ 8
b) ☐ 9
c) ☐ 10



What now?

When you've answered all 100 questions (or as many as possible) photocopy or tear them out and send 'em (along with your name, address, telephone number and a passport-size mugshot of yourself – blimey) to: Game Spaz Of The Year, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Closing date: Friday 30 June 1995.

Censored

Offal Watch

We'll be seeing more of this big blue logo now that software houses are all getting to grips with voluntary classification. And perhaps that's the way it should stay – let us know what you think...



Family planning

Censorship of videogames. Are you for or against it? Do you think there should be no boundaries of taste in the games that we play? Here are the facts as they stand – you make up your own mind.

The Next Generation has graphics that'll blow your brains out of your ears, we all know that. But is this very same quality in danger of being dampened by regulators who aren't too keen on realistic blood, guts and sex?

Thanks to ELSPA (European Leisure Software Publishers' Association) and software publishers themselves, games are now given a serious vetting before they are allowed to hit the high streets. The question is, will this be tightened further in preparation of the super consoles' arrival?

ELSPA is a voluntary organisation set up with the help of the VSC (Video Standards Council) to help maintain a high standard in videogames and give software publishers a self-regulation system. ELSPA's ratings aren't legally binding, so it's not illegal to buy an ELSPA 18+ rated game if you're technically too young. It gets confusing when you actually try to buy the games in a shop though, as many major retailers make sure that ELSPA ratings are enforced. Blimey.

Things start to get serious and a bit bloody official when sex/nudey bits or gruesome violence appears in a game which has Full Motion Video (FMV) sequences. Games like *Voyeur* and reference discs such as *The Joy of Sex* fall under the Video Recordings Act 1984, and both came stamped with the big red 18 from the British Board of Film Classification. *Night Trap* caused a great deal of excitement too for its blood-draining bit and was slapped with a 15 certificate. Virgin launched a grisly ad in the trade press for *Doom 2* featuring a splattering of bloody guts. *Doom 2* now comes with an official 15 rating from the BBFC because it's considered that some of the sequences are of a violent nature. You don't say?

Euro-checks

The VSC watch over ELSPA and make sure that they keep things to a high standard. They have the power of God...

VSC The Video Standards Council

BBFC Legal ratings

18

Example: *Voyeur* and *The Joy of Sex* were unsurprisingly stamped on.

15

Example: *Night Trap* and *Doom 2* get 15 ratings slapped on 'em. It looks like *MK2* might follow.

PG

Example: There is currently no videogame with the Parental Guidance rating.

n*d

The BBFC is currently processing a legal classification for *MK2*, because the digitised characters seem too realistic – but surely that's the whole point, isn't it?

Not all games are under threat of legal classification though – it currently only applies to 5% of the industry and is usually CD ROM based (primarily because CD ROM can store Full Motion Video). If a game contains FMV then it comes under classification from BBFC like normal VHS videos. As we know, many of the Next Generation consoles have FMV capabilities and this could mean more legal BBFC classification for some games.



Steve Cheese, from ELPSA, is aware of Next Generation capabilities: "ELSPA has 70 members which include Sony, Sega and Nintendo. They are all in favour of self-regulation and respect that all games, especially Next Generation games, have to be scrutinised before release. No one in the industry wants to see games banned, that's why publishing houses follow our guidelines and have their own in-house vetting system".

Getting hold of an import game is great, especially being way ahead of the mainstream crowd, but there is a slim chance that it could land you in the slammer. If the game is considered to contain serious head shattering or pervy action it could come under the 1994 Video Recordings Act, which makes it illegal to buy it if it hasn't been classified. If you do buy the game you could face unlimited fines and two years imprisonment.

Publishers of 32-bit games are going to have to be careful. An over indulgence in viscera will see legal classification on their games, reducing possible sales. This could lead to laws being passed on all videogames, with the censors deciding what we can play. Not a good thing, at all.

VSC The Video Standards Council

DATEL DIRECT

01782 744707
24hr Mail Order Hotline

buying direct from the manufacturer means both low prices and a service second to none !

Access VISA SWITCH

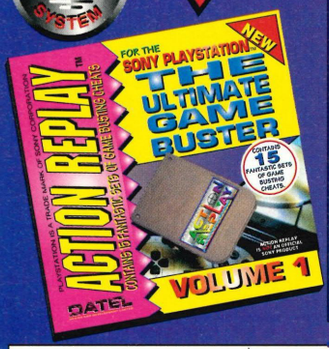
FAX 01782 744292

ACTION REPLAY

SPECIAL FX SYSTEM

NEW

FOR SONY PLAYSTATION



Each Action Replay cartridge contains 15 different sets of cheats for the biggest and best Playstation games!

Simply choose from the menu of amazing Game Busting cheats...Just look at the games in volume 1

ACTION REPLAY VOLUME 1

- Ridge Racer
- Baseball '95
- Twin Bee Puzzle
- A-Train IV
- Kileak The Blood
- Cosmic Race
- Raiden Project
- Myst
- Kings Field
- Parodius Deluxe
- Crime Cracker
- Motor Toon GP
- Space Griffon
- & More!

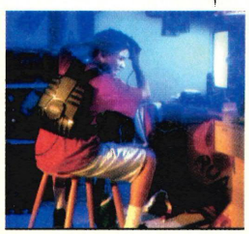
Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the Action Replay Cartridge.

HOW ACTION REPLAY WORKS

EACH ACTION REPLAY CARTRIDGE CONTAINS SETS OF CHEATS FOR THE TOP PLAYSTATION GAMES... FURTHER VOLUMES OF ACTION REPLAY TO COME!

PLAYPRO
£29.99 INCLUDING P&P

INTERACTOR™



Interactor is a one -of-a-kind virtual reality vest that adds a third dimension of *FEELING* to video games.

When you slip on Interactor, you'll feel punches, kicks, slam dunks, explosions and more!

Interactor works by converting the standard audio output of you game system into body-pulsing vibration.

Easy to use and works with most any game system.

Complete system-ready to go!.



INTERACTOR VEST
£69.99 PLUS £2.00 P&P



SATURN & PLAYSTATION
£ Call for prices

MAINS ADAPTOR

- Mains power supply unit for SATURN & PLAYSTATION™
- 240 volts input 110volts output @ 15 watts.
- Thermal fuse protection British Made.
- Complete

MAINS UNIT
£19.99 PLUS £2.00 P&P

NEW

NTSC TO PAL CONVERTER

- Play Saturn & Playstation on your PAL Monitor/Scart TV.
- Converts NTSC video or S-VIDEO signal to PAL composite & RGB Video Signal
- Complete unit with cables etc.



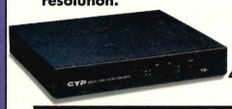
PAL CONVERTER
£59.99



CDM 600
PROFESSIONAL DIGITAL TV SYSTEM CONVERTER

NTSC to PAL PAL to NTSC
SECAM to PAL SECAM to NTSC

- Ideal for all applications including dubbing across video standards.
- Digital system means rock steady picture even with VCR to VCR.
- Built-in time base corrector.
- Two inputs and two outputs.
- 525/625 line and 50/60 Hz conversion.
- 2M bit field memory. 500 line resolution.



- CDM 800 Same spec as CDM600 with 4 MEG of field Ram

UNIVERSAL TV CONVERTER

CDM600	CDM800
£299.99 PLUS £2.00 P&P	£399.99 PLUS £2.00 P&P

NOW YOU CAN PLAY REAL ARCADE CLASSICS IN YOUR HOME.

With this unique arcade power base unit you can play 'Jamma' arcade boards on your own TV.

REAL ARCADE ACTION

Choose from the huge range of Jamma Arcade boards available at low, low prices. Why play arcade conversions when you can play the original for less. This full specification unit has all the features required for 'Jamma' Board functions.



ARCADE POWERBASE
£99.99

- 150 watt psu. ▲ Two joystick ports.
- Full jamma connector. ▲ Complete with 4 button controller & mains lead ▲ Full scart output.
- Stylish robust case. ▲ Credit & reset buttons.

JAMMA ARCADE BOARDS



We have a full range of genuine Jamma arcade boards including:

SF2, ROBOCOP, CHOPLIFTER, TURTLES, TYPHOON, GALAGA, PITFIGHTER, SIMPSONS, DOUBLEDRAGON, WRESTLE FEST, GOLDEN AXE, SPLATTER HOUSE, ALTERED BEAST GREEN BERET, DYNABLASTER, SALAMANDA, WWF, MIDNIGHT RESISTANCE

Plus loads more from only £30.00.
Full list available.

MAINS POWER SUPPLY

Thermal fuse protection British Made.

Mains power supply unit for import equipment such as laser disc players, VCR's, TV's, Consoles etc.



American / Japanese type 2 pin output.

240 volts input 110volts output @ 80 Watts.

NEW **THE POWER STATION**
£29.99 PLUS £2.00 P&P

DATEL
DESIGN & DEVELOPMENT LIMITED



FAX ORDERS
01782 744292
24 HRS SERVICE

DATEL DIRECT

GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND

01782 744707

SUPER HIGH TECH GAME

NEO GEO™

FREE!! ART OF FIGHTING or FATAL FURY 2 WORTH £39.99

NEW



Japan's top selling CD based console is now available in full European specification. Ready to just Plug'N'Play.

ONLY NEO GEO CD CAN OFFER TRUE ARCADE POWER BECAUSE IT HAS A MASSIVE 55 MEGS OF BUILT IN RAM! THAT'S 4 TIMES MORE THAN A PLAYSTATION!

- Dazzling graphics, sizzling sound and fully orchestrated music!
- Complete with two new design custom joysticks for immediate 2 player action.
- Many more new releases scheduled at prices that will please your pocket.

NEO GEO CD
£399.99
PLUS £2.00 P&P



NEO 202 GEO

NEO·GEO CD

From SNK, the world leader in Arcade video, comes the new Neo Geo CD.
Neo Geo brings you the games you want at pocket pleasing prices!

NOW OVER 20 AMAZING CD TITLES!

AERO FIGHTERS 2	£49.99	NINJA COMMANDO	£49.99
ART OF FIGHTING 2	£44.99	STREET HOOP	£49.99
TOP HUNTER	£49.99	RALLY CHASE	£49.99
SAMURAI SHODOWN	£44.99	WIND JAMMERS	£49.99
ART OF FIGHTING	£39.99	POWER SPIKES 2	£54.99
FATAL FURY SPECIAL	£44.99	WORLD HEROES 2 JET	£54.99
FATAL FURY 2	£39.99	SOCCER BRAWL	£54.99
SUPER SIDEKICKS 2	£44.99	VIEW POINT	£49.99
SAMURAI SHODOWN 2	£59.99	MAGICIAN LORD	£49.99
FATAL FURY	£34.99	NINJA COMBAT	£49.99
THE KING OF FIGHTERS '94	£54.99	AGGRESSORS OF DARK KOMBAT	£54.99

Please call for a full price list.



3D traps and attacks are waiting. Amazing shooting game!

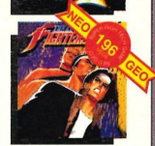


A new species of man walks the streets. Thrilling action game.



A game faster than a heartbeat. Futuristic robotic baseball game.





FREE CATALOGUE



FREE FULL COLOUR CATALOGUE WITH EVERY ORDER.
Send large SAE with stamp if required.

Battle for Britain

C.D.-i PlayStation

The super consoles have landed. In this packed 16-page Ultimate Future Games feature, find out exclusively how the Next Gen is being received in the UK, what games are being developed and produced in Blighty and how our machines will differ to the ones launched in Japan and the US. This is the Ultimate guide to the Next Generation.

32-Brits

It's true. The UK is getting involved in the new wave of videogaming in a BIG way. Many publishers' and developers' doors are still held firmly closed to the prying eyes of both public and journalists alike – especially those incestuously involved with Ultra 64 projects. But many are already proudly wedged open – usually with those sausage dog draught excluders, and rightly so, with companies such as





Great Games

Psygnosis and Gremlin proud to show off the titles they're currently working on (though even here, you'll find that although we see many projects at an early stage, we're unable to say anything, at least not until projects are beginning to take real shape). But for this feature we visit the companies we feel you should know all about, just to find out how they're keeping Britain so totally and utterly bloody Great.

32-Brits

PsyGnosis 1

In May 1993, after receiving the Queen's Award for Export Achievement, Psygnosis were taken under the mighty wing of Sony as the flagship of their new European operation. And Sony Psygnosis, as they're now called, are certainly proving to be a very formidable force in UK PSX software publishing.

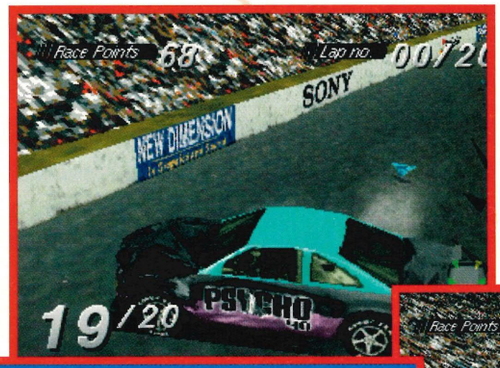
Currently, most games are being developed for PC CD ROM and PSX alongside each other. *Discworld*, *Lemmings 3D*, *Wipeout*, *Krazy Ivan*, *Myst*, *Novastorm* and *Spawn* (a Europe only release) are all due in September, with *Sentient* (a race against disaster on an orbiting space mining platform) and *Demolish 'em Derby* here by the end of October.

Other titles due include: *Parasite* – a fully rendered 3D William Gibson-esque adventure, *Entropy* – a futuristic 3D world sim, *Elric: The Almon's Mission* – a Michael Moorcock RPG, and *PowerSports Soccer* – with a huge team database and loads of motion-captured, customisable, players direct from their French office. But that's not all – coming for '96 are *Lemmings Pinball*, *G-Police*, *Alpha Storm*, *Dimension*, *Chronicles of the Sword* and the Euro licence of cyber-flick *Johnny Mnemonic*.

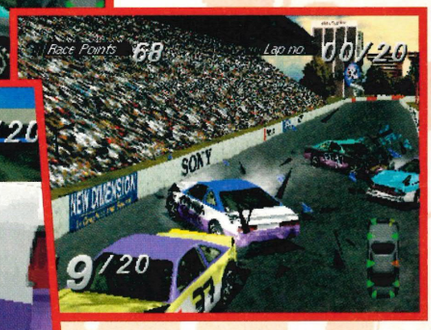




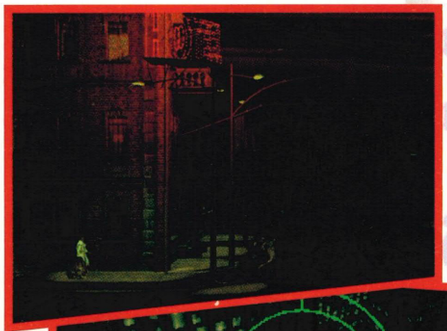
Wipeout





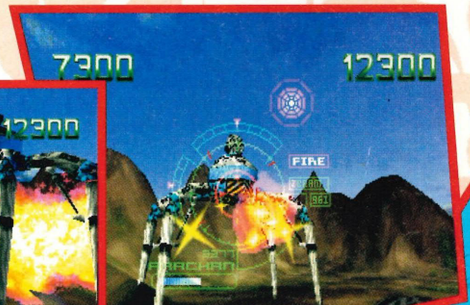


Demolish 'em Derby

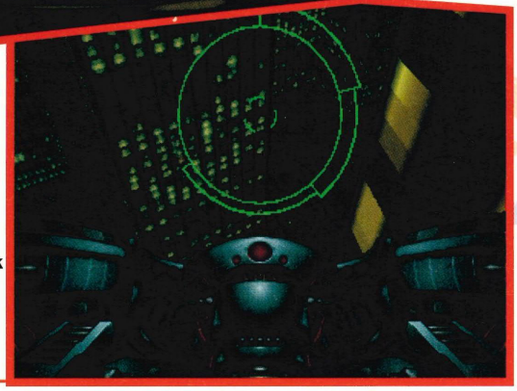


Parasite

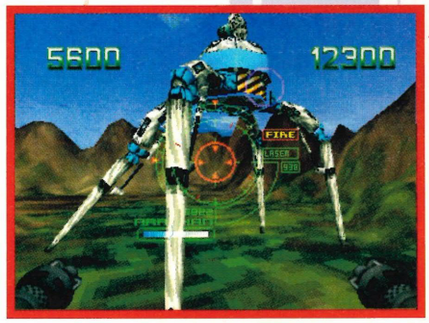


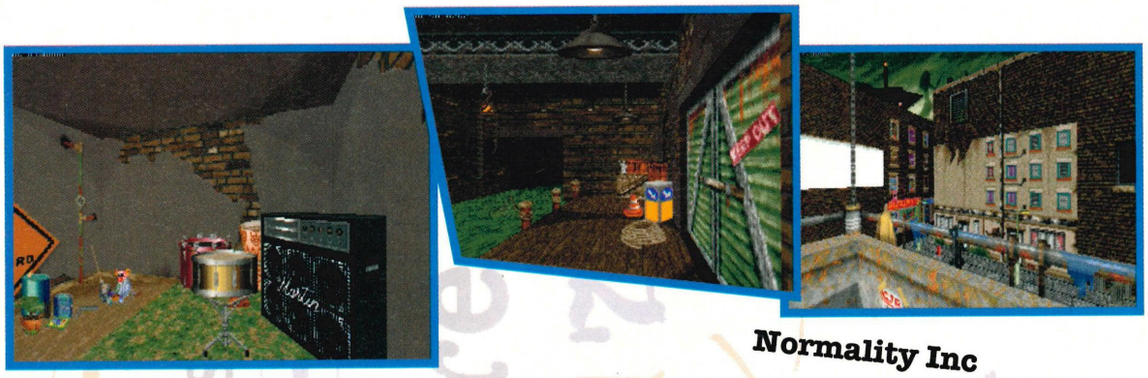


Krazy Ivan



G-Police





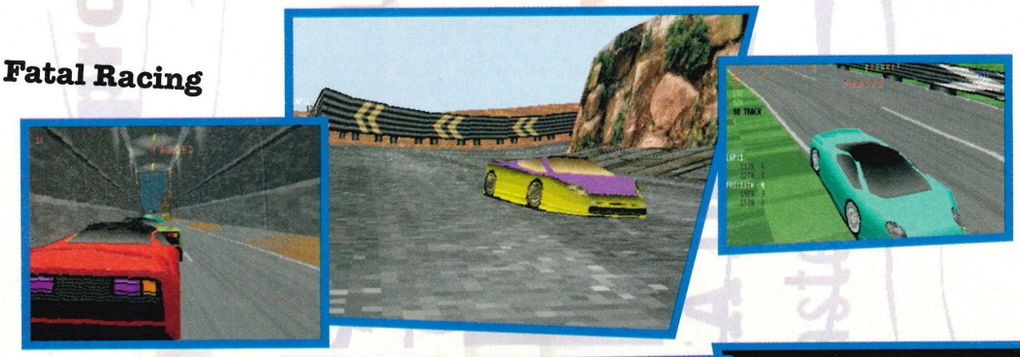
Normality Inc

US GOLD 3

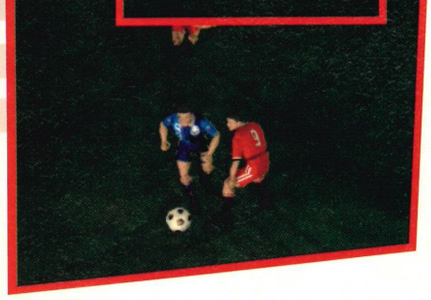
They're involved with several PSX and Saturn titles, and are slimming down their 16-bit output significantly with a view to releasing 32-bit titles by the end of the year.

They're building a big PC CD ROM and Mac base, which obviously lends itself to rapid PSX and Saturn conversions, and they're developing both externally and in-house (through their internal software division Silicon Dreams, based in deepest Oxfordshire and lovely Birmingham).

Fatal Racing







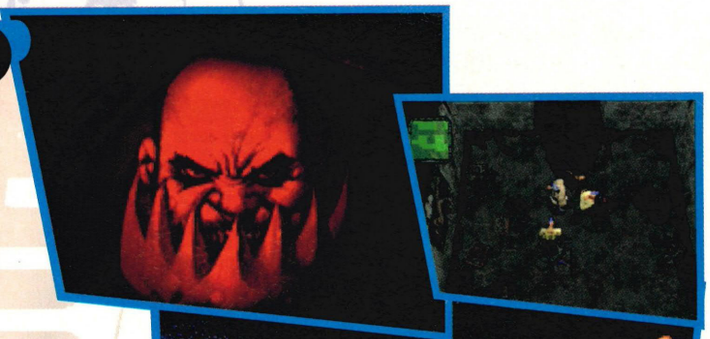
PowerSports Soccer

GREMLIN 2

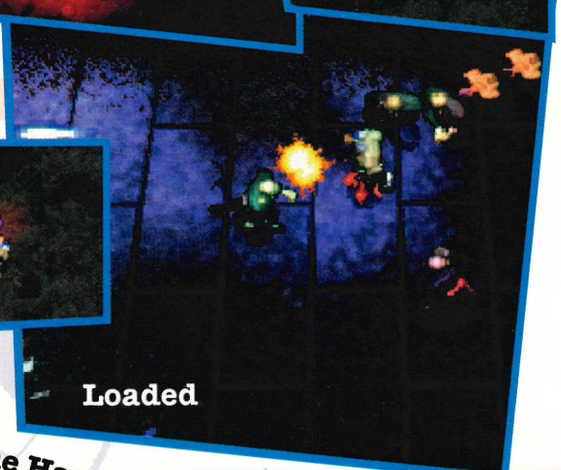
They've recently had a custom built motion-capture studio installed at their Sheffield HQ and are using it to full effect in their up-coming CD ROM games (as well as hiring it out to advertising companies – watch out for the latest Kit Kat advert).

Loaded **is a *Gauntlet*-style four-player, top-down 3D shooter, *Actua Soccer*, a PC CD ROM and PSX title, features motion-captured Sheff Utd players, *Fatal Racing*, arriving on the PC CD ROM in three months' time, won't be released on the PSX. If it was to be released though, it'd take about six months to convert it – if the low level stuff is PC specific it tends to take longer.**

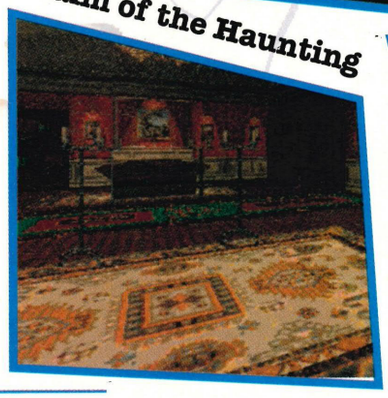
Tony Crowther (he who coded *Monty Mole* on the C64) took a 3D graphics engine to them, and *ROTH* (HP Lovecraft-influenced) and Normality Inc are the results. We'll have more on *Loaded* very soon, though...







Realm of the Haunting





32-Brits

RAgE 4

We've already seen *Powerdrive Rally*, which they're currently converting to the Jag (to be released from the mighty bowels of Time Warner Interactive), and *World Cup Striker* on the 3DO (to be released by Panasonic).

They were one of the first companies in the UK to receive PSX development kits, but have also declared their support for the Saturn, and are currently working on the same four titles for each system. Again, the ubiquitous *Striker* is coming out on both, but there are some original titles in there, including *Trash It*. This is described by boss-chap Paul Finnegan as a 'strategy-puzzle-arcade game' and features a character called Jack Hammer, whose job it is to destroy nearly everything... or something.

Powerdrive



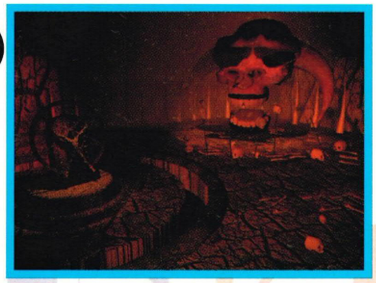


Striker: World Cup Edition

GameTek 5

These are getting heavily involved with PC CD ROM (isn't everybody?), and are showing a healthy interest in 3DO (*Doom*-esque cab fest *Quarantine* is already on the shelves, to be joined by *Hell*, and Scotland's Creative Edge-programmed *Baldies*).

They've been signed up as part of the initial Ultra 64 team, but the developing is likely to happen at their US office. Their PC titles though, are likely to hit the consoles.



Hell

CoDeMasTerS 6

Surprisingly, they're waiting for the market to get really going before they commit themselves. But they are developing for the PlayStation already.

Currently, there are three titles, the first of which isn't set to appear for at least 12 months. Blimey. They're also looking at the Saturn as the next prospective system to develop for. *PlayStation Dizzy*? *Micro Machines 3*? Whatever they are, we have a feeling that they're going to be gorgeously playable.

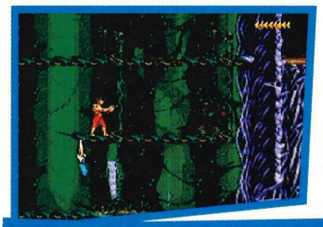
DOmARk 7

Their *Flying Knightmares* – a harrier jump jet shoot-em-up sim, complete with Mike Edwards of Jesus Jones fame on the soundtrack – is coming to the 3DO from PC, but they're also actively developing for both Saturn and PlayStation.

The PSX titles include *Maniac Racers* and *Super Tanks* (a spruced-up version of *Tank Commander*). We also think point-and-click space adventure *The Orion Conspiracy* could be released.



Blackhawk



INTERPLAY 8

They tell us they'll have one or two titles ready for the UK launches of Saturn and PlayStation.

Although working on titles for Saturn, PSX and the 32X, they haven't committed themselves to the Ultra 64 yet. Titles in development include two big film licences *Caspar* (ideal platform fodder there) and *Waterworld*. There'll also be a 32-bit version of hack'n'slash-em-up *Blackhawk*, and we reckon *Descent*, the fabulous *Doom*-beater, will appear at launch.



Descent



ARgonAut 9

These were the most difficult to drag any information from.

They're nearing completion of bringing their *Creature Shock* to both 3DO and Jag for Virgin, and are certain to be deeply dippily involved with PSX and Saturn development alongside their hefty PC CD ROM output.



Creature Shock

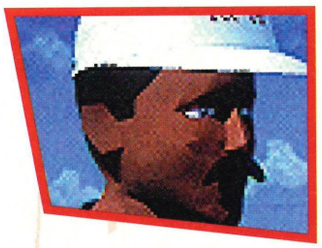


Core 10

We all know about *Scottish Open*, the golf game that's out on PC CD ROM and is steaming as we speak towards the 32X (for July), but a release date for the Saturn and PSX versions has still to be confirmed.

We've also mentioned *Soulstar X* previously – it's also arriving on the 32X during sticky July (Jag CD, Saturn and PSX version to follow). *Shellshock!*, a 3D arcade tank game, flings itself at all things PC in August, with a 32X version the following month and 3DO, Saturn and PSX port-overs a few months after that. A similar pattern occurs with *Thunderhawk 2* (PC in September, 32X October, Saturn and PSX... later) and *Machinehead: Slaughterhouse Earth*, a first-person perspective blaster (although it's not due for the 32X). *Swagman*, a silicon graphics-modelled marvel, slams onto the PC during September – 32-bit versions to follow. They're busy in Derby...

Scottish Open

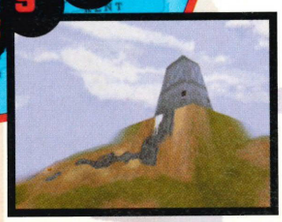


Thunderhawk 2





Alien versus Predator





Rebellion 12

They're currently feverishly beavering away on a number of Next Gen related projects.

Their core platform, like many other UK developers, remains PC CD ROM, which Jason Kingsley, Big Cheese at Oxford's finest, is confident will be huge this Christmas and into next. But as we know, developing games for PC (especially if you've planned to convert them) is half way to creating PSX and Saturn software, so the PC titles they're presently involved with could appear on the super consoles six months after they're finished.

Rebellion are working on a number of 'high profile' titles for publishers on PlayStation and Saturn (some due for Christmas, some for next Easter). They're also involved with a single 3DO project and remain actively developing for Atari's Jaguar (we think the sequel to their *Alien versus Predator* can't be too far off).

Bullfrog 15

The company that received the favours of voters at the recent ECTS industry awards (scooping up developer of the year and most original new title with the fab *Magic Carpet*), are currently slaving over sweaty development kits to bring a satisfied skip to the hearts of PlayStation and Saturn owners everywhere.

Magic Carpet is being converted to the PlayStation (and healthy rumours say it's already faster than the Pentium version). *Syndicate Wars*, the glossy sequel to world-wide hit *Syndicate*, will initially be released on the PSX during Spring '96 (though it could slip to August), to be published by Electronic Arts.

They're also looking to develop titles for the Saturn, with a conversion of *Magic Carpet* likely. *Theme Park* may also get a 32-bit outing thanks to a request from Sega Japan.

Syndicate Wars



Electronic Arts 11

At the moment, all EA's Next Generation development is happening with both in-house and third party developers over the pond in the States.

However, they are continuing to publish the PlayStation and Saturn software currently being developed by Bullfrog...

Sega 13

Sega Europe have recently been recruiting for their in-house development team (Games Designers, Senior Artists, Software Engineers etc.) based in West London.

These creative individuals are sure to be concentrating on both 32X and Saturn secret projects – yoinks!

DMa Design 14

The chipper chappies in Dundee will continue to develop on PC CD ROM initially, they tell us, and then port over these Next Gen games to the consoles.

They are currently working on PSX, Saturn and Ultra 64 games and have become part of the Ultra 64 development 'Dream Team'.

Iguana 16

Part of Acclaim, Iguana, through both its US and UK development teams, has been responsible for titles such as *NBA Jam* and *NFL Quarterback Club*.

They are constantly advertising for talented programmer types, and are actively working on Saturn, PSX and Ultra 64 projects.

32-Brits

RARE 17

As has been widely reported in the press and on television, Nintendo have ploughed millions of dollars into this Silicon graphics studio set in rural zoo-filled Twycross, gaining them a 25% interest in the company to boot. This is a highly significant step – it's the first time Nintendo have invested their Yen in a development team outside the mighty walls of Japan.

Unsurprisingly, this means that Rare cannot work on PSX and Saturn titles, but apart from a *Killer Instinct* conversion to the SNES (and *KI2* development for the U64), there are other titles. Perhaps we can expect an even more graphically astounding *Ultra Donkey Kong*, or even a 64-bit version of the Bond licence *Goldeneye*, which will blast its way onto the SNES soon?

Killer Instinct



Donkey Kong Country

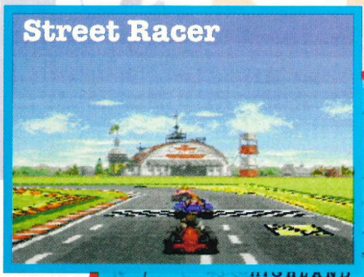


VIVID IMAGE 18

They're currently only developing their SNES and Mega Drive classic *Street Racer* for both the Saturn and PlayStation.

Mev Dinc, programmer extraordinaire, informs Ultimate that he's looking at the Saturn and PSX separately – you'll be able to tell the PSX version from the Saturn version. 'They'll be ultimately the same game with the same playability, but there'll be different techniques used for graphics etc,' he adds. And on the PSX/Saturn argument adds: 'It's like trying to play rock music on an acoustic guitar. Because you can't do it, you say that an acoustic guitar is crap, when it obviously isn't.' What an analogy.

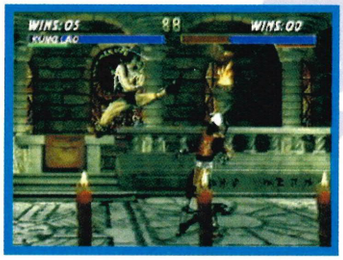
Street Racer



MICROPROSE 19

Details from the West Country's flight sim fellas are still sketchy, but provisionally they're working on converting their PC hits *Gunship 2000*, *Top Gun* and the sequel to immensely popular *UFO Enemy Unknown*, *X-Com* to the PlayStation for release at the beginning of '96.

Rest assured, they've a whopping great catalogue of PC titles ripe for conversion to the new CD consoles. And they're still adding to it.



Mortal Kombat 3



MILLENIUM 20

Having recently been brought under the marketing wing of Psygnosis, Millennium Interactive will be producing high-end games for PC CD ROM and the PlayStation.

The first titles to see fruition from this partnership will be the PC CD titles *Extractors* (the sequel to *Diggers*), *The Scroll* (an Egyptian graphic adventure), *Deadline* (an SAS strategy/action game – what else?) and *Silverload*, a spooksome graphic adventure.

Silverload (PC CD) hits the home during July, with the PSX version being steered towards Christmas (depending on Sony's approval). *Defcon 5* (a 3D space shoot-em-up) will be Millenium's biggest launch, being ready for the PlayStation around October.

PROBE 21

A healthy spread of 'No Comments' mixed with figures formed the answer from *Kombat* kity... I mean city. Damn. But they are converting the arcade hit *Primal Rage* for Time Warner on all the consoles.

They're also actively involved with six PlayStation titles and six Saturn titles (many of which are individual to that format). They were the first company outside of Japan to develop a 32X title (*Mortal Kombat 2*), are bringing *MK3* to the Jag (as well as *Batman Forever* through Acclaim).

They'll continue with PC CD ROM, and as for Ultra 64: No Comment. *MK3* on the PSX? No Comment. But the word from E³ is that it's already arcade perfect...

OCEAN 22

Having been working in-house and with third party developers for a surprisingly long time, they're aiming to release titles by the third/fourth quarters of 1995.

Among these will be *Blades of Rage* for the PlayStation (a chopper sim), *Offensive* for both Saturn and PlayStation (some kind of strategy game) and an as yet unnamed tennis game for both Saturn and PSX, which they're actively searching out a licence for. Digital Illusions are working on a pinball title for both PSX and Saturn, while Team 17 are developing *Worms* for them. Not literally, mind...

MiNDscapE 23

Just sprouting from PC CD ROM-dom into 3DO territory with *Panzer General* and *Dragon Lore*, they are also actively developing for the PlayStation.

Warhammer Fantasy Battle **shows them heading deep into Games Workshop territory once again, with endless battles between scabby Orc-types and that, but in a medieval setting. It's also expected to slash its way onto the PC some time during the end of '95.**

Their other current title in development, *Vmax*, is a 3D racing fest which has a similar atmosphere to *Wipeout* from Psygnosis – oodles of hovercraft zipping through tunnels, etc...

Nintendo of America have also announced that *Monster Dunk* is being exclusively developed for the Ultra 64 by Mindscape. It's 3D two-on-two basketball featuring famous monsters. Not bloody bad.



Warhammer

Vmax



Warhammer



SofTWare CReaTioNs 30

The sister company of Rage, these are working on the sound tools for Ultra 64 game development. They're also developing an Ultra 64 game, which they promise will be a very exciting...

TEam 17 26

These guys are already hard at work converting their *Lemmings* flavoured invertebrate puzzler *Worms* to the Saturn, PSX, Jaguar and good old CD-i.

We'll also soon be seeing *Roll Cage*, a racing game which uses a 3D engine (not unlike *Ridge Racer*, *Daytona* and the like, then) but is set in an off-road environment. This'll be released on PSX, Saturn, Jag and PC CD ROM. *Witch Wood* is their *Zelda*-style offering for the PSX, Saturn, Jag, CD-i and PC CD ROM. *Allegiance* seems the most interesting title though. It's a first-person perspective game, but isn't really like *Doom*. It's set in a contemporary setting, where you flab out the black, padded kit of one US undercover secret agent, whose ultimate aim is to kill a drugs baron. To do this you must complete several sub-missions, like breaking into houses, carrying out assassinations and the like. This is being developed for the PSX, Saturn and Jaguar.

VIrGin 29

Most of Virgin's titles are being developed in-house in their US studios.

They're currently immersed in PlayStation, Saturn and 3DO games, and an Ultra 64 title, hmm... The 3DO version of *Creature Shock* will be released in August – thanks to the UK's Argonaut. Bruce Lee karate-fest *Dragon* is being rapidly developed in-house for July, and *Lost Eden*, prehistoric dino-ramble, is being converted for the consoles, across le water by Cryo in France. Three PSX/Saturn titles are being developed in the UK, and they'll have eight Saturn and 12 PSX titles worldwide by the end of the year. The E³ show sees the debut of *Cool Spot 3* and the basketball game *Hoopz*, both developed in the States, as is a top secret Ultra 64 title (aren't they always). We reckon that Amazing Studio's (a top French developing company) *Heart of Darkness* will appear on at least one of the formats.

SEnsible SoFtWare 24

They're actively working on PlayStation titles only at present – and only one pigging title (perhaps a version of *Cannon Fodder 2*?). But they're only working on three games in total at the moment. You know Sensi, though... full of surprises up their tiny, pixellated trousers.

AnDRoMedA 25

Working on the tools that allow teams to produce advanced gaming environments, Andromeda Interactive are currently targeting development at the Sony Playstation amongst other systems.

INteRacTive STudiOs Ltd 27

Are currently searching for animators and programmers to develop games on the PlayStation, Saturn and PC CD ROM.

TimE WarneR InterActiVe 28

TWI have proved their commitment to the emerging formats after creating an in-house Euro development team.

This eleven-strong group of programmers, graphic artists and musicians is located in sunny Manchester.

T W i l i g h T 31

The people who brought you *Yogi Bear* and *Wrestlemania*.

Investing in blue screen technology and video capturing equipment to enable them to develop more fully on the 32-bits.

Speccy chat



Sega Saturn

Format:
CD (300k/sec)

CPU:
2 x Hitachi SH2 RISC-based chips running at 28.6MHz. 2 x 25 Mips

Co-processing:
Hitachi SH1, 24-bit DSP, Motorola 68000

Graphics:
300,000 texture-mapped polygons/sec. 900,000 flat-shaded polygons/sec. True colour from palette of 16.7 million. Resolution up to 720 x 576

Memory:
2Mbit onboard RAM, 1.54Mb VRAM, 540K audio RAM, 540K CD ROM cache

Output:
Composite video/stereo as standard

Sound:
24-bit. 32 PCM, 8FM channels @ 44.1KHz

Tech

Now, on the eve of the official PSX and Saturn launch, seems the time to clarify the power on paper of all the machines. The only one still semi-cloaked in technical mystery is the U64.

3DO M2 upgrade

CPU:
PowerPC 602 @ 66MHz

Co-processing:
Custom ASIC (Application-Specific Integrated Circuit) chip, backed up with up to 10 graphics/audio co-processors

Graphics:
700,00 polygons/sec with effects. 1,000,000 plain polygons/sec. Pixel-level gouraud-shading. 640 x 480 and 320 x 240 resolution in 24-bit or 16-bit colour

Memory:
32Mbit SDRAM plus NVRAM on base system. 528Mbit/sec bus bandwidth

Sound:
DSP running at roughly 66MHz, 2K cache



Specs

Sony PlayStation

Format:
CD (300k/sec)

CPU:
32-bit RISC architecture clocked at 33MHz

Graphics:
1,500,000 flat polygons/sec, 360,000 shaded polygons/sec. True colour from palette of 16.7million. Resolution up to 640 x 480

Memory:
2Mb RAM, 1Mb VRAM, 0.5Mb Audio RAM. 132Mb/sec bus bandwidth

Output:
Composite, S-Video, RGB

Sound:
24 channel DSP @ 44.1KHz



Ultra 64



Format:
Cart (32Mbit EPROM and upwards)

CPU:
Custom 32-bit RISC-based R4200 (reputedly clocked at 105.58MHz), with 64-bit bus

Co-processing:
Graphics chip clocked at 80MHz. 24-bit DSP clocked at 50MHz

Graphics:
No hard details as yet. 24-bit colour from palette of 16.8 million. Claimed resolution up to 1027 x 768

Memory:
2Mb RAM plus Rambus DRAM sub-system. 500Mb/sec bandwidth

Output:
Composite, S-Video, HDTV compatible

Sound:
16-bit stereo with 32 PCM channels @ 11.4KHz

Speccy chat



3DO

Format:
CD (300k/sec)

CPU:
ARM60, 32-bit RISC-based chip clocked at 12.5MHz

Co-processing:
2 x 32-bit video co-processors @ 25MHz

Graphics:
640 x 480 resolution interpolated. True colour from palette of 16.7 million

Memory:
3Mb

Sound:
16-bit DSP, stereo PCM @ 44.1KHz

NEC PC FX

Format:
CD (300K/sec)

CPU:
32-bit NEC V810 RISC processor @ 21.5MHz

Co-processing:
Graphics, sprite and 3 x video display co-processors

Graphics:
320 x 240 max resolution. True colour from palette of 16.7 million

Memory:
2Mb onboard RAM, 1.25Mb VRAM, 256K CD buffer





Neo Geo CD

Format:
CD (150K/sec)

CPU:
16-bit 68000 running at 12MHz

Co-processing:
4MHz Z80

Graphics:
4,096 colours on-screen from palette of 65,536. 320 x 224 resolution

Memory:
7Mb DRAM, 512K VRAM, 64K SRAM

Sound:
13-channel Yamaha 2610 chip

Jaguar

Format:
Cartridge with 8 x JPEG compression (CD drive 352K/sec)

CPU:
Motorola MC68000

Co-processing:
2 x custom 64-bit graphic processors. Blitter GFX chip for Z-buffering etc. Custom graphics processor 27Mips

Graphics:
720 x 576 max resolution. True colour from palette of 16.7 million

Memory:
16Mb RAM

Sound:
DSP with 16-bit DAC



Apple Pippin

Format
CD (Quad speed)

CPU:
PowerPC 603 RISC clocked @66MHz

Graphics:
640 x 480 resolution. True colour from palette of 6.7 million

Memory:
6Mb combined system and video

Output:
Composite, S-Video and VGA compatible

Sound:
16-bit sampled @ 44.1KHz



CD-i

Format
CD (170K/sec)

CPU:
Motorola 68070 chip running at approximately 15.5MHz

Graphics:
384 x 280 - 768 x 560 resolution, varying display modes, true colour from palette of 16.7 million

Memory:
1.5Mb. Extra 1Mb onboard DV cart

Sound:
ADPCM eight channels



I want to know and I want to know NOW!

Everything you need to know European

Week in, week out, our mail bag is swollen with letters asking us the same questions about the European super consoles. Cost, compatibility, launch dates, blah-de-blah... On the web, we get hundreds of e-mails begging us to say which machine is best for beat-em-ups or driving games or even footy sims. So, here come the answers to five of the most Frequently Asked Questions.



1. These new machines, how much will they really cost, then?

Let's look at the European Next Gen consoles only. Apart from those already available (Jaguar – £149, 32X – £169, 3DO – £399), the prices of the new machines will only be 'official' a couple of weeks before the launch. Having said that, rumour has it that the PlayStation will come in at £299 (unless the Yen keeps on getting stronger), and the Saturn at £349. There are rumblings that the Ultra 64 will be launched at $200 (eventually translating to a UK price of £200 – now that is bloody amazing), the rumoured Jag 2 should venture at around £250, and finally, 3DO's M2 upgrade cartridge should be set at around $200 (£130 approx). Apple's Pippin (first to be released by Bandai, under the name 'Power Player') is targeted at the family as a whole, and should be priced at around $500 (with a rumoured pound-for dollar matching in the UK).

2. You've been going on and on about the Next Gen, but when will it actually be here, in the high streets?

Yes, launch dates. All a bit fuzzy, really. Sega are trying to second guess Sony, and vice versa. But as far as we can tell, both the PlayStation and Saturn will be launched in early September. The Ultra 64 is now scheduled for a January '96 launch in Japan, but US and UK gameplayers won't see Ninty's wonder machine until Spring '96. 3DO's M2 upgrade cartridge has been pencilled in for December '95, but once again this will only be in Japan and the US, with the UK version following three months later. Bandai have brought forward the US and Japanese launch date of the Power Player to some time this summer (probably early September), with Europe following a few months later (just before Christmas). As far as Atari's plans go, they have plans to launch the Jaguar version 2 during early 1996, as well as the Atari fans' favourite all-in-one Jag 1 plus Jag CD console.

4. Which bleedin' games will be the first to be out on these Next Generation formats?

The PlayStation is going to have too many to list here, but *Ridge Racer*, *Tekken* and *Toshinden* (with the spelling changed for the UK market) are certs. Sega have let us know that *Daytona USA*, *Panzer Dragoon*, *Victory Goal*, *Clockwork Knight* and the most excellent *Virtua Fighter* will be the first to see the light on the Euro-Saturn, but you could also see *BUG!* and *Astal* – Sega platformers – hitting the streets at the same time. We know the Ultra 64's a long way away, but it doesn't harm anyone to know that the first releases certainly include new versions of *Starfox*, *Donkey Kong* and *Mario*, as well as *Cruisin' USA*, *Killer Instinct 2* and *Ultra Doom*. The M2 will be compatible with about 200 games already on 3DO's mark 1 machine, but they're planning to port over at least four arcade games and produce eight to ten original titles for the M2 by Christmas. Apple are talking about 50 titles on launch, with Bandai's own *Power Rangers* set to appear.



5. And how much are these games set to cost over here, then?

Sony have recently hit the headlines because royalties they have been demanding off potential publishers have been much higher than they initially anticipated. This means the game prices in the UK could well be between the traditional £40 and £45 – almost £10 off the £35 goal which publishers had been aiming for. Japanese and American imported games will be only relatively more expensive because the royalty rates are lower. Sega have yet to make noises about their Saturn pricing policy, but we reckon £45 to £55 is a fair guess. Nintendo's moves to buy in development teams to publish the majority of the Ultra 64 games, means that they will be priced at around the same figure as the current crop of SNES software (maybe just a little bit more). Neither 3DO or Atari have made any moves to change their pricing policy for their machines. Bandai have yet to talk about Power Player game prices, but we reckon they'll match Philips CD-i's (£50 – £70).

about the and imported Next Generation consoles.

3. Will the UK machines be compatible with Japanese and/or American games, and will imported machines be able to cope with UK games, eh?

All hardware manufacturers want to keep the US, Japanese and European markets well and truly separate. That's a fact of life. So you can rest assured that the machines and games from the three markets will not be compatible. Having said that, this was also the case with the SNES and the Mega Drive, but those clever chaps from Datel created the Action Replay carts – neatly plugging in to your console and turning it into an understander of many languages (well, formats anyway).

Ultimate

Future Games

The choice of the Next Generation

You've read about the games, and you now know what we have all suspected for a while – super consoles are, without doubt, bloody great.

And, thanks to British developers and creativity, the future has never seemed so damn electrifying. Follow their progress with us.





RETURN FIRE
35.99 3DO



GEX
37.99 3DO



DEMOLITION MAN
28.99 3DO



ROAD RASH
36.99 3DO



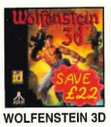
NEED FOR SPEED
36.99 3DO



THEME PARK
42.99 JAG



ALIEN/PREDATOR
45.99 JAG



WOLFENSTEIN 3D
27.99 JAG



TEMPEST 2000
27.99 JAG



CANNON FODDER
35.99 JAG



THEME PARK
36.99 SNES



PGA GOLF TOUR
19.99 SNES



SUPERSTAR SOCCER
39.99 SNES



UNIRALLY
39.99 SNES



SECRET OF MANA
33.99 SNES



NHLPA '93 HOCKEY
14.99 SNES



STAR TREK
37.99 SNES



JOHN MADDEN '93
9.99 SNES



SONIC 2
19.99 MD



THEME PARK
35.99 MD



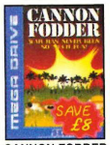
SONIC 1
9.99 MD



JIMMY WHITE
25.99 MD



SUPER MONACO
11.99 MD



CANNON FODDER
36.99 MD



MICKEY/DONALD
17.99 MD



PGA EURO TOUR
19.99 MD



ROAD RASH 2
19.99 MD



STORY OF THOR
44.99 MD



SUPER NES WITH SOFTWARE FROM ONLY 79.99



MEGADRIVE 2 WITH SOFTWARE FROM ONLY 69.99



NEO GEO CD 379.99 WITH FATAL FURY 2



CD32 CRITICAL ZONE PACK WITH 7 GAMES ONLY 179.99

SNES

ALL SUPER NES CONSOLES COME WITH ONE NINTENDO JOYPAD

SUPER NES WITH STREET FIGHTER TURBO 79.99

SUPER NES WITH STARWING 79.99

SUPER NES WITH MARIO ALL STARS PACK 89.99

SUPER NES WITH DONKEY KONG COUNTRY 111.99

AKIRA • 39.99
BATMAN RETURNS 19.99
BEAVIS AND BUTTHEAD • 37.99
BUBSY 15.99
CANNON FODDER 40.99
CARRIER ACES 39.99
CHOPLIFTER 3 ... ...21.99
DONKEY KONG COUNTRY 49.99
EARTHWORM JIM 44.99
INT'L SUPERSTAR SOCCER 39.99
JOHN MADDEN '93 ... ...9.99
LEGEND OF THE MYSTICAL NINJA 19.99
LETHAL ENFORCERS (WITH LIGHT GUN) 49.99
MARIO ALL STARS 24.99
MARIO ANDRETTI RACING • 36.99
MORTAL KOMBAT 17.99
NBA JAM - TOURNAMENT EDITION 51.99
NHLPA '93 ICE HOCKEY 14.99
PGA TOUR GOLF 19.99
POWER RANGERS 43.99
POWERDRIVE 37.99
SECRET OF MANA 33.99
STAR TREK - STARFLEET ACADEMY 37.99
STARWING 14.99
STREET RACER 32.99
SUNSET RIDERS 19.99
SUPER BOMBERMAN (4 PLAYER GAME) 17.99
SUPER MARIO KART 33.99
SUPER PUNCH OUT 39.99
SUPER STAR WARS 29.99
SYNDICATE 24.99
T. M. H. TURTLES - TOURNAMENT FIGHTERS 26.99
THE SHADOW • 39.99
THEME PARK 36.99
UNIRALLY 39.99
WORLD LEAGUE BASKETBALL 12.99
WWF RAW 51.99
ZOMBIES 19.99

ATARI LYNX

ATARI LYNX 2 WITH BATMAN RETURNS 29.99

BASKETBRAWL 8.99
CALIFORNIA GAMES 14.99
CHECKERED FLAG 12.99
CHIP'S CHALLENGE 8.99
DESERT STRIKE 24.99
HOCKEY 11.99
PINBALL JAM 11.99
QIX 8.99
RAMPAGE 11.99
S.T.U.N. RUNNER 9.99
SHADOW OF THE BEAST 8.99
SHANGHAI 11.99
STEEL TALONS 9.99
SWITCHBLADE 2 ... ...11.99
TURBO SUB 8.99
WARBIRDS 25.99
WORLD CLASS SOCCER 11.99
XYBOTS 9.99

ATARI JAGUAR

JAGUAR WITH CYBERMORPH ...157.99
JAGUAR CD ROM DRIVE 149.99

ALIEN VS PREDATOR 45.99
BUBSY BOBCAT 37.99
CANNON FODDER 35.99
CHEQUERED FLAG 45.99
CLUB DRIVE 42.99
CRESCENT GALAXY 32.99
DEMOLITION MAN 37.99
DOOM 45.99
INT'L SENSIBLE SOCCER 39.99
IRON SOLDIER 42.99
KASUMI NINJA 49.99
PINBALL FANTASIES 41.99
RISE OF THE ROBOTS 45.99
SYNDICATE 40.99
TEMPEST 2000 ... ...27.99
THEME PARK 42.99
TROY AIKMAN (US) FOOTBALL ...48.99
VAL D'ISERE SKI-ING 45.99
WOLFENSTEIN 3D 27.99

MEGADRIVE

ALL MEGADRIVES COME WITH TWO SEGA JOYPADS UNLESS STATED OTHERWISE

MEGADRIVE 2 WITH EURO CLUB SOCCER 69.99
SUPER KICK OFF 69.99

MEGADRIVE 2 WITH SONIC 2 ... ...89.99

MEGADRIVE 2 WITH LION KING ...105.99

MEGADRIVE 2 WITH VIRTUA RACING AND TWO SEGA JOYPADS 114.99

ALIEN 3 ... ...22.99
BALLZ 16.99
BEAVIS AND BUTTHEAD • 37.99
BRIAN LARA CRICKET • 32.99
CANNON FODDER 36.99
COOL SPOT 22.99
FIFA INTERNATIONAL SOCCER '95 36.99
JIMMY WHITE'S SNOOKER 25.99
KAWASAKI SUPERBIKES 33.99
LETHAL ENFORCERS (WITH GUN) 33.99
LOTUS TURBO CHALLENGE 13.99
MEGA BOMBERMAN 29.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) **21.99**
MICKEY AND DONALD - WORLD OF ILLUSION 17.99
MICRO MACHINES 2 ... ...36.99
MICRO MACHINES 2 '96 • 36.99
MORTAL KOMBAT 24.99
NHL ICE HOCKEY '95 ... ...35.99
NHLPA ICE HOCKEY '93 ... ...13.99
PETE SAMPRAS TENNIS '96 • 36.99
PGA EUROPEAN TOUR 19.99
POWERMONGER 18.99
ROAD RASH 2 ... ...19.99
ROAD RASH 3 ... ...32.99
SHINING FORCE 2 ... ...39.99
SOLEIL 39.99
SONIC THE HEDGEHOG 9.99
SONIC 2 ... ...19.99
SONIC 3 ... ...29.99
SONIC SPINBALL 19.99
STORY OF THOR 44.99
STREETRACER 35.99
SUPER MONACO GP 11.99
SYNDICATE 35.99
THEME PARK 35.99
VIRTUA RACING 49.99
WWF WRESTLEMANIA 12.99
X-MEN 2 ... ...34.99

SEGA 32X

32X EXPANSION MODULE 134.99

CORPSE KILLER 46.99
DOOM 47.99
GREATEST 36 HOLES 45.99
METAL HEAD 45.99
MORTAL KOMBAT 2 ... ...47.99
MOTOCROSS CHAMPIONSHIP 35.99
NBA JAM - TOURNAMENT EDITION 46.99
NIGHT TRAP 46.99
SLAM CITY 46.99
STAR WARS ARCADE 41.99
SUPER SPACE HARRIER 35.99
VIRTUA RACING DELUXE 47.99

MEGA CD

MEGA CD 2 WITH ROAD AVENGER ...99.99

MEGA CD DEALS WITH 8 GAMES PLUS TOMCAT ALLEY OR FIFA SOCCER:
ROAD AVENGER, SOL FEACE, COBRA COMMAND, COLUMNS, SUPER MONACO GP, STREETS OF RAGE, GOLDEN AXE AND REVENGE OF SHINOBI

MEGA CD 1 WITH TOMCAT ALLEY ...174.99
MEGA CD 2 WITH TOMCAT ALLEY ...174.99
MEGA CD 2 WITH FIFA SOCCER ...174.99

CANNON FODDER (CD) 36.99
DRAGON'S LAIR 35.99
DUNGEON MASTER 2 ... ...37.99
EARTHWORM JIM 35.99
FIFA SOCCER (CHAMP EDITION) ...27.99
JAGUAR XJ220 • 12.99
LETHAL ENFORCERS (WITH GUN) 26.99
LETHAL ENFORCERS 2 ... ...26.99
MORTAL KOMBAT (CD) 29.99
POWERMONGER • 12.99
ROAD RASH (CD) 31.99
SAMURAI SHODOWN 37.99
SENSIBLE SOCCER (CD) 29.99
SNATCHER 26.99
THEME PARK 34.99
THUNDERHAWK 23.99
TOMCAT ALLEY (RATED U) 36.99

NEO GEO CD

NEO GEO CD WITH FATAL FURY 2 AND 2 CONTROL PAD 379.99

2020 WORLD BASEBALL • 43.99
AEROFIGHTERS 2 ... ...43.99
AGGRESSORS OF DARK KOMBAT 43.99
ART OF FIGHTING 43.99
ART OF FIGHTING 2 • 43.99
BLUES JOURNEY • 43.99
CROSSED SWORDS • 43.99
FATAL FURY SPECIAL • 43.99
KARNOV'S REVENGE • 43.99
KING OF FIGHTERS '94 ... ...50.99
MAGICIAN LORD • 43.99
MUTATION NATION • 43.99
NINJA COMBAT • 43.99
NINJA COMMANDO • 43.99
RALLY CHASE 43.99
SAMURAI SHODOWN 2 ... ...50.99
STREET HOOP 43.99
SUPER SIDEKICKS 2 ... ...43.99
TOP HUNTER 43.99
VIEWPOINT • 43.99
WIND JAMMERS 43.99
WORLD HEROES 2 JET • 50.99

3DO

GOLDSTAR 3D0 WITH FIFA SOCCER AND ONE JOYPAD 357.99

PANASONIC 3D0 WITH POWERS KINGDOM AND ONE JOYPAD ...385.99

11TH HOUR (SEQUEL TO 7TH GUEST) (RATED 18) 32.99

3D ATLAS.
COMPREHESIVE GUIDE TO THE WORLD VIA PICTURES, MAPS AND STATISTICS OUTLINING POLITIAL, ECONOMICAL AND GEOLOGICAL AREAS. **49.99**

ALONE IN THE DARK 30.99
ANOTHER WORLD 33.99
BATTLECHESS 27.99
CANNON FODDER • 24.99
CREATURE SHOCK (DUE JULY) • ...27.99
CYBERCLASH 33.99
DEMOLITION MAN 28.99
DIGITAL DREAMWARE 16.99
DRAGON 28.99
DRAGON'S LAIR 34.99
ESCAPE FROM MONSTER MANOR 33.99
FAMILY FEUD 32.99
FIFA SOCCER 36.99
FLASHBACK 26.99
FLYING NIGHTMARES 28.99
GEX 37.99
GRIDDERS 33.99
HELL (RATED 18) 32.99
INCREDIBLE MACHINE 33.99
IRON ANGEL 34.99
JAMMIT (BASKETBALL) 32.99
JOHN MADDEN 3DO 33.99
KILLING TIME 35.99
MEGA RACE 41.99
NEED FOR SPEED 36.99
OFF WORLD INTERCEPTOR 40.99
PATAANK 32.99
PEBBLE BEACH GOLF 34.99
POWERSLIDE 34.99
QUARANTINE 32.99
REAL PINBALL 34.99
REBEL ASSAULT 36.99
RETURN FIRE 35.99
RISE OF THE ROBOTS 39.99
ROAD RASH 3DO 36.99
SAMURAI SHODOWN 32.99
SEWER SHARK 28.99
SHERLOCK HOLMES 33.99
SHOCKWAVE 35.99
SHUT DOWN 36.99
SLAYER 31.99
SOCCER KID 3DO 20.99
SPACE ACE 37.99
SPACE SHUTTLE 28.99
STAR CONTROL 2 ... ...32.99
STATION INVASION 18.99
SUPER STREETFIGHTER 2 TURBO 51.99
SUPER WING COMMANDER 33.99
SYNDICATE • 36.99
THE HORDE 34.99
THE LOST EDEN • 24.99
THEME PARK 36.99
TOTAL ECLIPSE 34.99
TWISTED 33.99
V R STALKER • 28.99
VIRTUOSO 35.99
WAY OF THE WARRIOR 33.99
WING COMMANDER 3 ... ...35.99
WORLD CUP GOLF 32.99

AMIGA CD32 TOP 20

A.T.R. (TEAM 17) 18.99
ALIEN BREED - TOWER ASSAULT 19.99
ALIEN BREED 3D 20.49
ARCADE POOL 9.49
BENEATH A STEEL SKY 19.49
CANNON FODDER 19.49
DIZZY - THE BIG SIX 9.49
FRONTIER - FIRST ENCOUNTERS 19.49
GUNSHIP 2000 ... ...16.49
JUNGLE STRIKE 18.49
PINBALL ILLUSIONS 19.49
ROAD KILL 20.99
SHADOW FIGHTER 10.99
SIMON THE SORCERER 14.99
SIMON THE SORCERER 2 ... ...23.99
SUB WAR 2050 ... ...16.49
SUPER STARDUST 18.99
THEME PARK 22.49
UFO - ENEMY UNKNOWN 16.49
WEMBLEY - INT'L SOCCER 16.99

AMIGA TOP 20

A-TRAIN + CONSTRUCTION SET ...10.49
AWARD WINNERS 3 (CIVILISATION, ELITE 2, LEMMINGS) **20.99**
BEAU JOLLY COMP (CANNON FODDER, SETTLERS, CHAOS ENGINE, T2) **17.99**
BENEATH A STEEL SKY 19.49
CHAMPIONSHIP MANAGER ITALIA 95 16.49
CLASSIC COLLECTION - DELPHINE (FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS) **20.49**
COMBAT CLASSICS 3 (HISTORYLINE, CAMPAIGN, GUNSHIP 2000) **19.49**
FIFA INTERNATIONAL SOCCER ...19.49
FORMULA 1 GRAND PRIX (512K) ...10.49
FRONTIER - FIRST ENCOUNTERS 19.99
INDIANA JONES FATE OF ATLANTIS 13.99
PREMIER MANAGER 3 ... ...16.49
SECRET OF MONKEY ISLAND 2 ...12.99
SENSIBLE WORLD OF SOCCER ...19.49
SIMON THE SORCERER 14.99
SKID MARKS 12.49
SUPER SKID MARKS 20.99
THEME PARK 22.49
UFO - ENEMY UNKNOWN 22.49
VALHALLA 12.99

PC DISK TOP 20

CHAMP MANAGER COLLECTION (93/94 + UPDATE DISK) **14.99**
CHAMP MANAGER COLLECTION 95 20.99
DOOM 1 ... ...22.49
DOOM 2 ... ...29.49
FIELDS OF GLORY 13.99
FORMULA 1 GRAND PRIX 14.99
FRONTIER - FIRST ENCOUNTERS 24.99
INDY CAR RACING 19.49
LION KING 19.49
LEMMINGS 2 ... ...9.99
ON THE BALL - LEAGUE EDITION 12.49
PREMIER MANAGER 2 ... ...9.99
PREMIER MANAGER 3 ... ...21.49
SECRET OF MONKEY ISLAND 2 ...12.99
SETTLERS 17.49
TIE FIGHTER 27.49
TIE FIGHTER DATA DISK VOL 1 ...15.49
TRANSPORT TYCOON 27.49
WORLD CUP YEAR 94 GOAL, CHAMPIONSHIP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER **15.49**
X-COM - TERROR FROM THE DEEP ...28.99

PC CD ROM TOP 20

ALONE IN THE DARK 3 ... ...28.49
DARK FORCES 34.99
DOOM 2 ... ...32.49
DISCWORLD 34.99
EARTH SIEGE 28.99
FIFA INTERNATIONAL SOCCER ...24.49
FRONTIER - FIRST ENCOUNTERS 24.99
MAGIC CARPET 29.99
PREMIER MANAGER 3 ... ...16.99
STAR TREK - TNG 33.99
SYNDICATE + DATA DISK 12.99
SYSTEM SHOCK 27.49
TFX 19.49
TRANSPORT TYCOON 22.99
THEME PARK 27.49
UFO - ENEMY UNKNOWN 22.99
US NAVY FIGHTERS 31.49
WING COMMANDER 3 (RATED 15) 35.49
X-COM - TERROR FROM THE DEEP ...28.99
X-WING COLLECTION X-WING, B-WING, IMPERIAL PURSUIT **29.49**

MONTHLY 48-PAGE COLOUR CLUB MAGAZINE
CHEATS & MOVES
RELEASE SCHEDULE
CHARTS
REVIEWS
HUGE RANGE
ALL GENUINE UK PRODUCTS
HEAVY DISCOUNTS
XS SAVERS
BONUSES
WIN A SONY PLAYSTATION

Membership Card Sales: 01279 600204

Special Reserve
The Discount Club

10am to 8pm 7 days a week!
01279 600204
Or Fax 01279 726842 - we'll confirm receipt
Members only but you can order as you join.
Annual UK Membership £7
Includes 12 issues of the club magazine with £180 worth of XS Savers.



Over 250,000 people have joined Special Reserve and we are the largest computer games club in the world.
We also have two very impressive club shops which stock our entire range.

SPECIAL RESERVE CLUB SHOPS

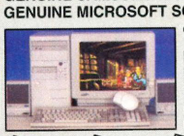
10am 'til 8pm 7 DAYS A WEEK!

CHELMSFORD, ESSEX
43 Broomfield Road. Just around the corner from the bus station.

SAWBRIDGEWORTH, HERTS
The Maltings, Station Road. A few miles from the M11, near the train station.
Items bought in the shops carry a 50p surcharge on the Mail Order prices.

UNLESS STATED ALL PRICES INCLUDE VAT & DELIVERY

GENUINE INTEL DX4/75 OR DX4/100 PROCESSOR + 256K CACHE
GENUINE SOUND BLASTER PRO SOUND CARD WORTH £150
GENUINE CREATIVE QUAD SPEED IDE CD ROM DRIVE
GENUINE SAMSUNG 14" SVGA 0.28 MONITOR + TILT AND SWIVEL
GENUINE SAMSUNG HIGH SPEED 560 MB HARD DRIVE + SPARE IDE
GENUINE MICROSOFT SOFTWARE BUNDLE WORTH OVER £500



TRUST QUAD MULTIMEDIA PC

		EX VAT
DX4/75 + 4MB RAM	1199.99	1021.27
DX4/75 + 8MB RAM	1324.99	1127.65
DX4/100 + 4MB RAM	1292.49	1099.99
DX4/100 + 8MB RAM	1417.49	1206.37
DX4/100 + 16MB RAM	1582.49	1346.80



WITH ALL THIS SOFTWARE
8 MB RAM RECOMMENDED FOR MULTIMEDIA
SPECIFICATIONS AND PRICES SUBJECT TO CHANGE
TRUST NON-MULITMEDIA PC FROM 599.99 PLUS VAT

AND FREE TWO YEAR ON-SITE WARRANTY

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (12 ISSUES)	£7.00	£9.00	£11.00
SIX MONTHS (6 ISSUES)	£4.00	£6.00	£7.00

Each issue includes £15 of new XS Savers. Members are under no obligation. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card NOON
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

(BLOCK CAPITALS please)
Name & Address _____
_____
_____
_____ Postcode _____
If Mac or PC please state DISK or CD ROM
Phone No _____ Machine _____
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item _____
item _____
item _____
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£10 hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa £

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO _____)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.

Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Time of going to press 9.5.95 E .& O.E.
SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

ULTIMATE

EDGE

3DO's secret weapon exposed



Edge: defining the future

Magazine of the year

Industry awards

Issue **twenty-two** onsale now at selected newsagents

Clued up

Bluffer's Guide To... Philips CD-i

A bit new to the advanced gaming scene? Think Next Generation machines are where test-tube babies come from? Well fear not! Prepare to win friends and influence people with these essential CD-i facts for technological beginners...

CD-i? What on earth's that then?

CD-i stands for Compact Disc interactive. It was developed jointly by Philips and Sony during the early eighties with the help of various other electronics firms, including the mighty Matsushita and Microware. In much the same way as 3DO, Philips hoped to create a standard multimedia and informations format for home, education and business use.

Ah yes, the CD-i – I've seen adverts for that on the telly haven't I?

Yep, that's the one. This machine does all sorts of things. You can play games, music, watch movies, view photographs and use multimedia and educational software on it.

So it's a bit of a Jack of all trades, master of none then, eh?

Well it was originally launched as an alternative to video but expanded into the games arena only recently. It's a Jack of all trades, master of some.

Video CDs? Any good or what?

Yep, they're jolly good in fact. The first few releases were a bit ropey but now they're the best value film format on the market. The picture is clearer than VHS and the sound, unsurprisingly is CD quality. The only drawback is that most movies come on two discs, so you have to partake in a bit of swappage halfway through. There's quite an impressive 'select your favourite chapter' option when loading the CD, and a fast forward/rewind facility which allows you to skip through the film in 'chunks'.

What about games?

While not being in the same league as other Next Gen machines the CD-i does have quite a few top games – and is an excellent platform for graphic adventures (*Burn: Cycle*, *7th Guest* and the impending *11th Hour* are prime cuts of brain-tingling beef). Although this system isn't really the machine of choice for serious gamers, some of its titles are a real bonus to game fans who want to own all the latest gadgets.

Do they really stand a chance in the face of Sony, Sega, Nintendo and the rest?

Well not purely on the games front, but with the machines myriad abilities it should be with us for a very long time indeed.

So where exactly did Philips pop up from then?

N.V. Philips is a giant electronics company based in Holland. Besides the CD-i they developed the original Compact Disc. Not bloody bad!

What's next for Philips?

Rumour has it that the much sleeker CD-i 2 is on the way. If so, the 3DO and Jaguar CD could possibly have a serious scrap on their pads.

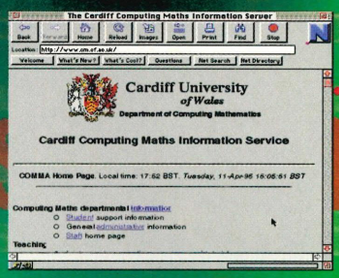
Have they got a Mario or Sonic type figurehead?

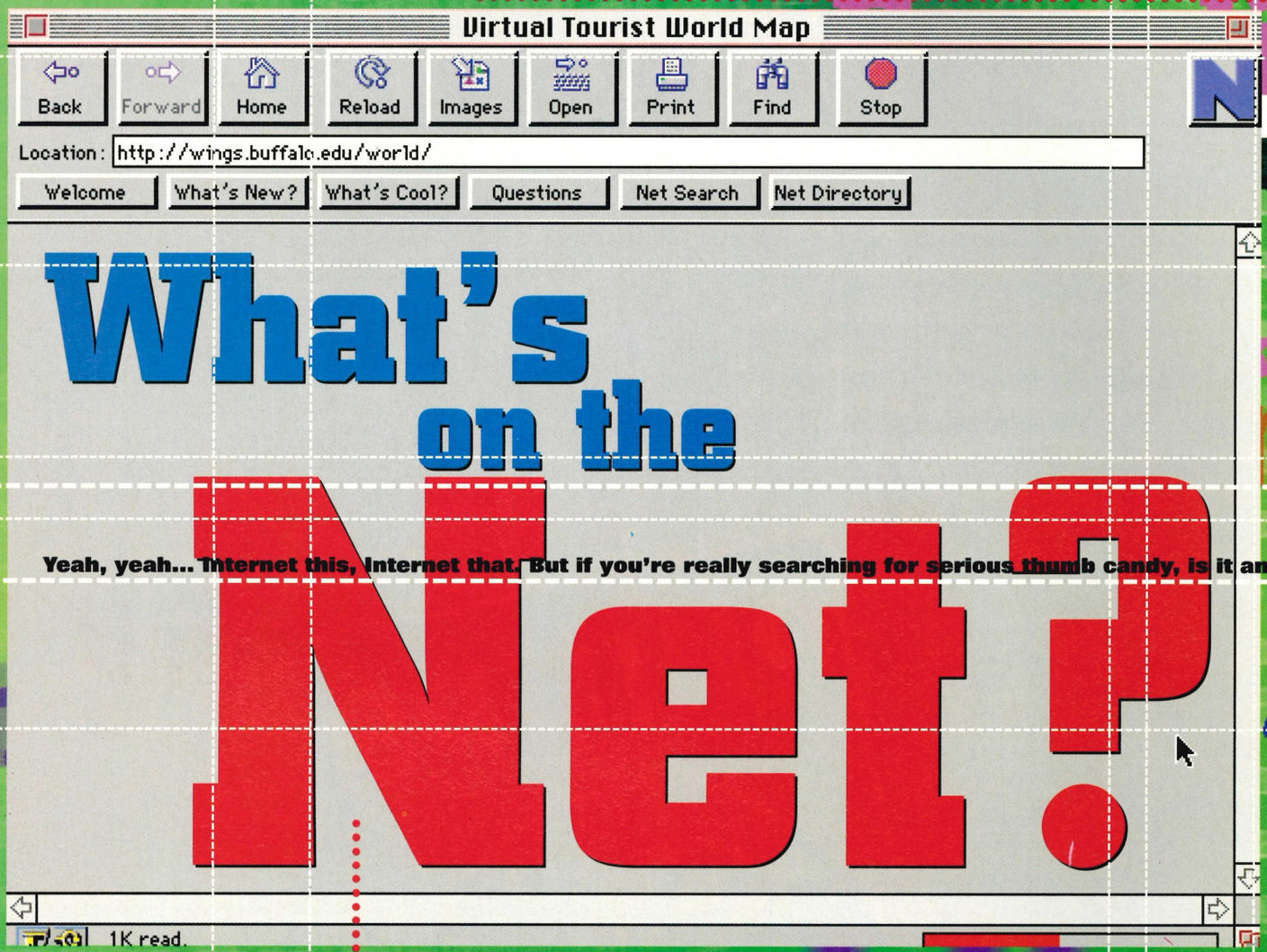
Erm, no, but interestingly enough there is a *Mario* game on the CD-i called *Hotel Mario*. There's also a couple of *Zelda* cartoony-adventury type offerings which bear no similarity to the original RPG, and a children's puzzle platformer *The Apprentice*.

Hot Net Action

0071-0075 Console World

http://www.cm.cf.ac.uk:/Games/
More totally crucial gaming info. Stuffed to the gills with FAQs, links, on-line magazines and the like. Hasn't been updated for a while, but there's a rumour that the bloke behind it is moving somewhere else, so you'd better be a bit swift...





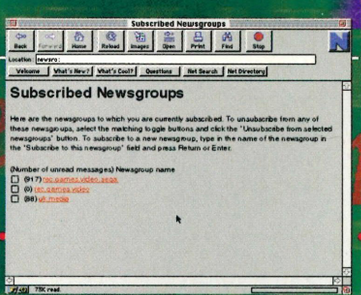
What's on the Net?

Yeah, yeah... Internet this, Internet that. But if you're really searching for serious thumb candy, is it any cop? UFG

0000-0020 Newsgroups

The newsgroups are the place to start. Under rec.games.video. there's a whole host of different groups for various machines, ranging from a small CD-i group to a huge Sega one. Cheats, tips, news, stuff for sale, slagging off of opposing platforms, it's all here.

After finding out about driving the horse in *Daytona*, how to complete *Burn: Cycle* and voting for the best 3DO game ever, we pick up the address for the Sega home page and leg it over there.



0050-0063 Game FAQs

ftp://ftp.netcom.cam/pub/vi/vidgames/faqs/
Following another link, we come across what could be one of the most useful pages we've yet found, featuring complete guides to an enormous range of games on almost every conceivable platform. Totally in our element, we download 56k worth of *Daytona USA* arcade tips, blessing the Internet god's power. But not his hourly rates.

0064-0070 Michel Buffa's Videogames Page



http://www.essi.fr/~buffa/videogames.html
My God, does this man have a life? A stupefyingly enormous amount of info about all things videogame nestles here. Not too hot on news, but top for reference (especially about 3DO). Well impressed, we bugger off to Cardiff.

surfed until our keyboards bled, giving ourselves a mere two hours of net franticness to find the hot sites.

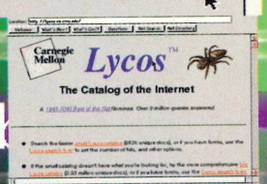
0034-0050 The Unofficial Saturn Site

http://128.95.248.147/
This is more like it. A site that's bloody huge, stuffed with technical info, hardware FAQs (Frequently Asked Questions), game FAQs and reviews. Okay, so the reviews aren't too up to date, but the Japanese to English manual translations are pretty useful. There's also a load of links to other sites. Not bloody bad.

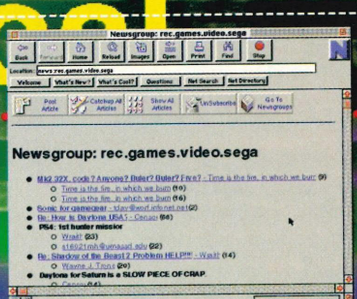
0030-0033 Lycos Home Page

http://lycos.cs.cmu.edu/
Spend any time on the net and you'll use this page on a regular basis. Lycos is a webcrawler that simply tells you where the information you want is floating in the vastness of cyberspace. We type in Sega Saturn, wait a minute while it searches through its database, then watch in awe as it spews out a whole list of sites which feature the machine.





00.20-00.30 Sega Home Page

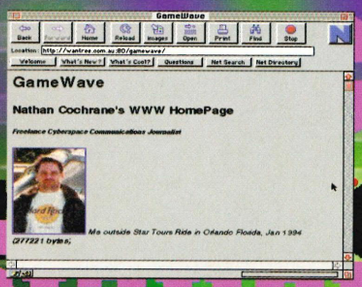


http://www.segaoa.com/
Phwooar, look at those graphics, Missus. Sorry. Loads of information here about all things Sega, even how to get hold of some groovy Sega merchandise. Not being quite that sad, we try to get some Saturn gen only to find ourselves out of luck. This home page is maintained by Sega of America, and as the Saturn isn't officially out there yet there's only a small bit of info. Disgruntled, we head off too...

Hot Net Action

0076-0080 Gamewave

http://wantree.com.au:80/gamewave
This is certainly one of the best preview sites around letting you download images of upcoming games like *DS9* etc. Not just up to date but way ahead of schedule.



0081-0082 CD-i

Back to Michel Buffa's page for a link to some PlayStation goodies.

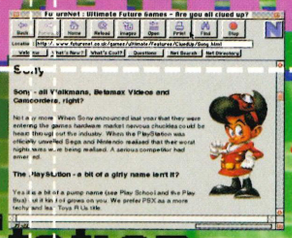
0083-0090 Sony PlayStation Web Site

http://www.algonet.se/~jlager/psx.html
One of the first of a couple of unofficial PSX web sites featuring a mix of news, screenshots, reviews and anything else you want to know about Sony's console (there's also a good one at http://bert.cs.byu.edu/~jaguar/psx.html). Especially useful is a section on making your own SCART cable. Blimey, after this the official page must be brilliant!



0116-0120 Futurenet

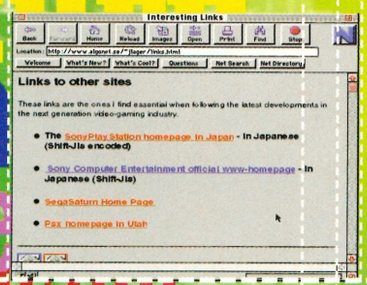
http://www.futurenet.co.uk/index.html
Finally, the repository of all known human knowledge. Okay, a bit of trumpet blowing here, but it features some of the most up to the minute news and reviews on the entire net.



0121-1300
Worry about paying the phone bill.

0091-0092 Official PlayStation Site

http://www1.sony.co.jp:80/InfoPlaya/SME/PlayStation/
Erm, maybe not. No world-shattering graphics and the entire thing is in Japanese. Not really that useful.

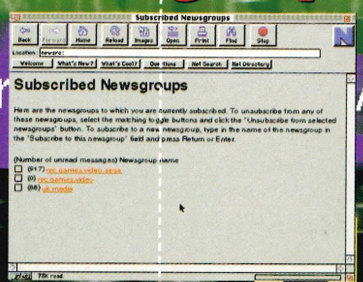


0112-0115 Unofficial Jaguar Homepage

http://www.bucknell.edu/~svensson/
A man obsessed. If the Atari 2600 didn't appeal, this is where to go for everything you wanted to know about the 64-bit wild cat. Excellent, up-to-date news, extensive game reviews, platform info etc. Marvellous.

0093-0100 Newsgroups Archive

ftp://rtfm.mit.edu:/pub/
Flick through some old newsgroup postings and come across a few more pointers to good web pages. RTFM is an acronym by the way, the first two words being 'Read The' and the last 'Manual'. Hmm...



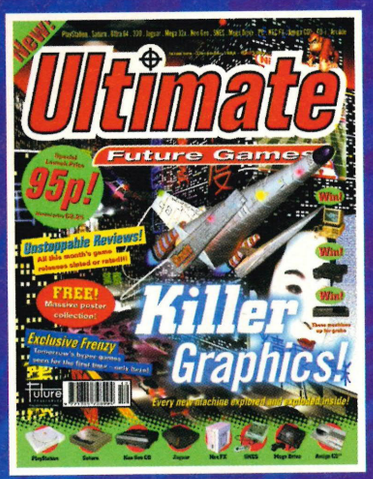
0108-0111 Unofficial CD-i Homepage

http://www.acs.brockport.edu/cd-i/
Oh dear. Graphics? What graphics? Quite a new site by the looks of it (with some areas still under construction) but still pretty poor on the information front. We are suitably unimpressed.

0101-0107 Classic Videogames

http://www2.ecst.csuchico.edu/~gchance/
Where the ghosts and skeletons of old consoles and games come to die. A page of 4-bit heaven where the game of the week is *Enduro* on the Atari 2600. Odd.

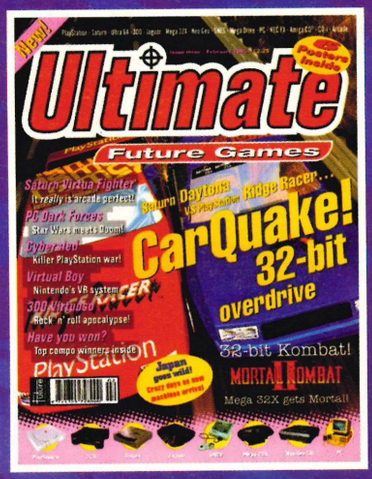
Just joined the 32-bit ranks? Starved of news? Simply choose the issue you want and fill in the form below to complete your month-by-month guide to the Next Gen universe.



1 Ultimate's launch issue... A collector's item! The best introduction you can get to all the Next Generation super consoles and games, and what to expect from them in the future.



2 *Super Street Fighter X* on the 3DO – what a little stunner! We had the very first review. Also everything you need to know about the Neo Geo CD, PlayStation and Saturn, and a sneak preview of *Killer Instinct.*



3 The first review of *Ridge Racer* – and it's damn fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and 32X *Mortal Kombat 2.* Plus full details on Nintendo's 3D Virtual Boy.

Back issues



4 Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and the gorgeous-looking *Toshinden* on Sony's PlayStation. Things are hotting up.



5 Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon.* We also review 3DO *Return Fire* – possibly *the* best two-player war sim in existence today.



6 More punch-ups on the PSX with Namco's *Tekken.* The characters are incredible, and it's very close to beating *Virtua Fighter* to a pulp. Also get the first glimpse of *Street Fighter Zero* – the prequel.



7 The cover says it all – delve into the Top 100 games that'll be hitting the Next Gen consoles in the near future. Read the sharpest reviews of *Daytona* and *Tekken* and tear out the *Street Fighter* Movie posters.

Back issues

Please send me the following issues at £3.00 each

Issue number | Total amount

Name

Address

Post code | Signature | Date

Payment | Cheque | Access | Visa | Expiry date

Card number

Please return this coupon, together with your cheque made payable to Future Publishing Ltd (if applicable), in an envelope to: **Ultimate Future Games Back Issues Dept, Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 6BR.**

UFG/BI/08

YOU HEARD IT



News from the USA - 1st pictures and news of Ultra 64 AND new Playstation and Saturn games!

PLUS

- Earthworm Jim 2
- Donkey Kong Country 2
- Killer Instinct SNES
- Doom SNES



GAMES MASTER


HERE FIRST AGAIN!
SEGA NEWS
STILL ONLY £2.25
PLUS the BEST and BIGGEST TIPS section
WIN! a Neo Geo CD
ON SALE 8 JUNE

Add-ons

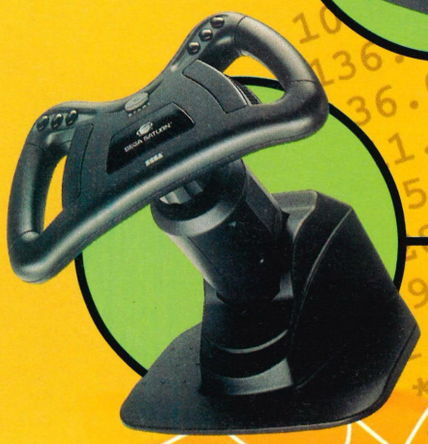
Bolt it

Saturn



Virtua Stick

No more blisters with this arcade-style eight-button joystick including a rapid fire control. This is reputed to be excellent for pulling off all those special moves in *Virtua Fighter* and *Virtua Fighter 2* (hmmm...) and gives you more accurate control in aerial shoot-em-up, like *Panzer Dragoon* etc.



Arcade Racer

An arcade wheel for *Daytona USA* that's sure to come into its own when Sega release their bus driving sim. Nah seriously, we've knackered ours completely, and there's no doubt that you get a better feel for *Daytona*'s Hornets.

PSX



Sunsoft Joypad

Sunsoft have released both Saturn and PSX versions. An Ascii Pad with Turbo control is also available in Japan (¥2980). And the PSX Fighter Joystick is a must for arcade beat-em-up lovers, setting Japanese gamers back ¥5940.



Memory Cards

An essential add-on for your PlayStation. The memory card slots in above the joypad port and saves your game data. Dead useful when playing *Tekken* as it saves the bosses as you complete the game, allowing you to 'be' them. The Action Replay (see page 17) makes use of the same port.

Back-up Memory



This is a cartridge that slips into the back of your Saturn, providing your super console with 512K of back-up RAM for storing game data. Great for RPGs like *Riglord Saga*.

Six-Player Adaptor



For those forthcoming footy games (including *Virtua Striker*) the six-player adaptor will be *the* peripheral, letting you compete against each other or play co-operatively.

Video CD Card

Update your Saturn to play Video CDs on MPEG format. Options will also include slow motion, zoom, pan and a facility for displaying a small picture within another.

Mouse

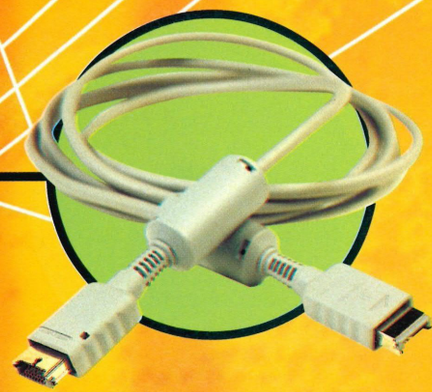


The mouse will be the essential item for those multimedia possibilities that Sega hope for the Saturn. Will also be invaluable for point-and click adventures and God sims.

Oh!

Every day, people write in trying to siphon off our brains. "Will the PSX have a mouse?" "Will the Saturn play Video CDs?" You know the kind of stuff. So, here's a top collection of current console gear... Current exchange rate: ¥132 = £1.00

Link Cable



Gives you the option to link two PlayStations, and we're waiting for Namco to bring out *Ridge Racer 2* for our first taste of head-to-head. The cable will sell for around ¥1500.

Mouse

Plug into the back and zoom around the tracks of *A-Train*. It's confirmed for European distribution and currently leaps off shelves for around ¥3000 in, you'll never guess... Japan!

NegCon Controller



Namco's own rotary controller, giving you superior control on *Ridge Racer*. It's also compatible with their arcade tank blaster *Cybersled*. European distribution pretty much a cert.

RGB Cable

Giving you excellent picture quality and making sure you get the best out of your PlayStation. Costs ¥2500 in Japan.

Add-ons

Jaguar



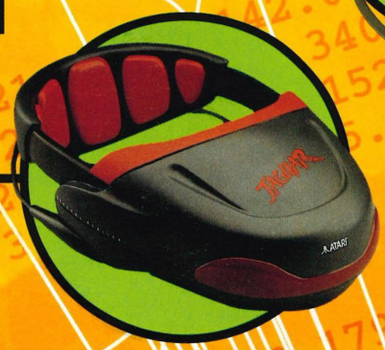
CD Add-on

For £150 the CD add-on for the Jaguar sits on top of the existing console. The CD player includes the Virtual Light Machine™ (a jiggly light pattern... thing) you also have the option to watch video CDs with an MPEG cartridge.



New Controller

Say goodbye to Atari's current house brick. The new six-button job is... hardly any different to the original. Nice one.



VR Helmet

This is being made by Leicester based firm Virtuality, and is due out later this year – for under £200 as well. Are we really looking at the ultimate home gaming experience?

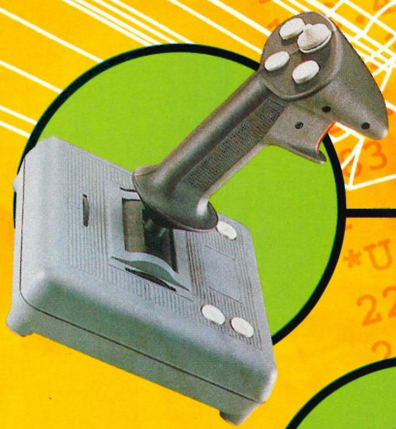
Lasergun

With Atari owning part of American Laser Games, it's hardly surprising you can buy a light gun for action shoot-em-ups.

Accessories

Apart from the SCART connector giving the most enhanced picture possible, you can get a cable connecting two Jags for an awesome head-to-head challenge on *Doom* or *AVP2*.

3DO



Flightstick Pro

Clearly, this gives you better control of flight sims for the 3DO. It' s also compatible with *Need for Speed* and *Return Fire* (huh?). The price is a bit steep though, at £109.95.

TDK Expansion Card

This saves those difficult bits onto a removable card instead of the internal NVRAM. There's no release date for the UK.

Gamegun

Are you serious about your virtual shooting? Oh dear. But anyway, with this latest add-on for the 3DO from American Laser Games, you'll be able to shoot-until-you-burst.



Infra-red Controller

The first six-button infra-red controller for the 3DO. Watch out for the screw-in thumb joystick – it can get a bit tricky when playing *SSF2X*. Non infra-red pads also available.









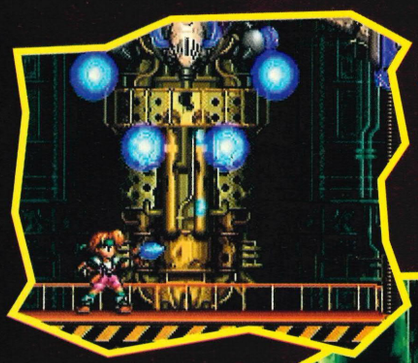
Reviews

Aircars	Jaguar	86
Astal	Saturn	76
BC Racers	32X	75
Daedalus Encounter	PC	91
Fever Pitch	SNES	84
Gunner's Heaven	PlayStation	72
Hover Strike	Jaguar	75
International Cricket	SNES	84
Jumping Flash	PlayStation	80
Mutation Nation	NeoGeo CD	83
Pyrotechnica	PC	91
Quarantine	3DO	85
Sengoku 2	NeoGeo CD	82
Slam 'n' Jam	3DO	87
Slipstream 5000	PC	92
Soccer Brawl	NeoGeo CD	82
Super Sidekicks	NeoGeo CD	83
Troy Aikman Football	Jaguar	86
Virtual Hydlide	Saturn	78
Warriors	PC	90

Ultimate Section 3

The Ultimate Marking System

0-10	Appalling
11-20	Awful
21-30	Very poor
31-40	Bad
41-50	Average
51-60	Fair
61-70	Good
71-80	Very good
81-90	Excellent
91-100	Exceptional



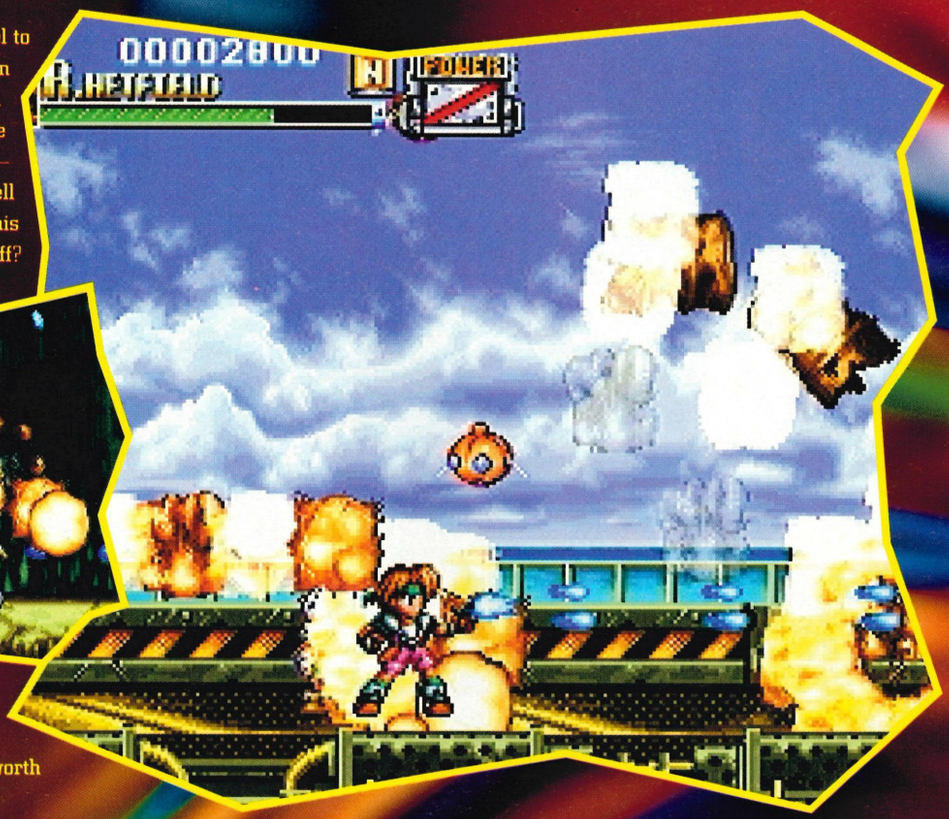
▲ We've come a long way since the platform days of *Sonic*, but still...

▼ ► 2D cartoon feel to a basic but fun platform shoot-em-up. Just look at the character you play – very Japanese, and well animated. But is all this Next Gen stuff?

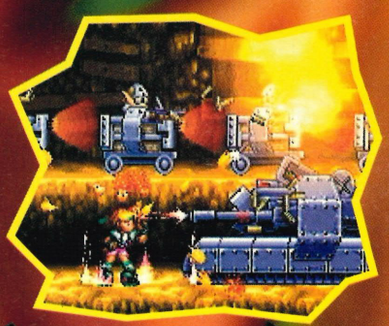




▼ Hundreds of metallic monsters and robots and tank things crawl all over the place – kill 'em.

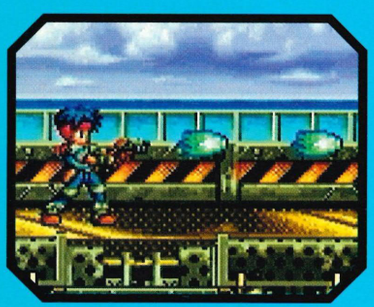


◄ The lighting and colours in *Gunner's Heaven* are definitely worth paying attention to.



Top antique action, or is Gunner's Scorching electrification

The knuckle-dusting Alex Sonics has some awesome fire-power especially when he's powered up to bursting. Some of the weapons are a bit lame, but you'll feel the power of the destruction busters.



Fancy electrifying someone with this? Excellent when powered up.



How about a spot of Kentucky Fried Chicken? Anyone?



May look like a Smarties shooter, but useful on certain levels.

PlayStation • Sony Computer Entertainment • £59.99

Gunner's Heaven

just another crusty old duffer?

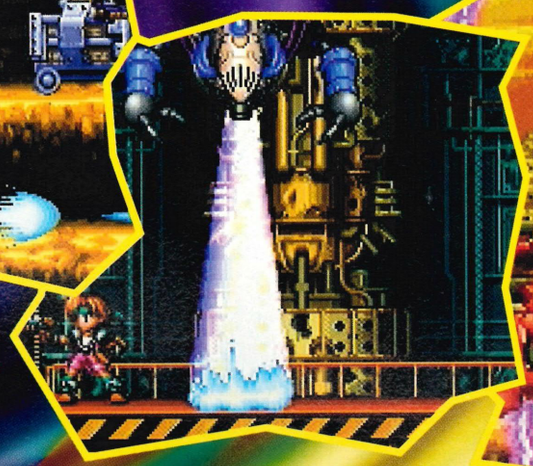
Believe the Next Generation has gone totally polygon *doolalley*? And that the16-bits have well and truly kicked their last carton? Well, not just yet. SCE have re-kindled the spirit of 2D scrolling platform shoot-em-ups and let it loose on the PlayStation.

The developers have used traditional sprite methods to put together *Gunner's Heaven* – there's not a hint, not a whiff of *Tekken*-esque lovingly shaded polygons here. And no 3D elements either. But this isn't to say the game looks slightly old and a bit past it. It's a classically designed blaster which makes use of some quite subtle shades from the PlayStation's 16 million colours to create wonderfully atmospheric environments (although the fire-power looks massively more deadly than those found in *Probotector* on the SNES, as do the multitude of area bosses).

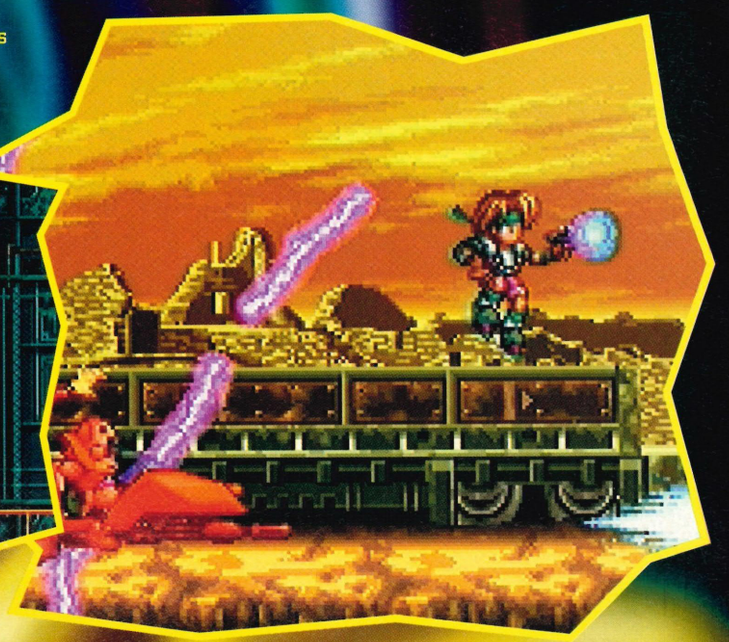
The game itself remains a fairly basic platform shoot-em-up, with the only real difference between this and an arse-load of others being the fact that you've already got all the weapons – you destroy the waves of enemies and collect their power to increase your fire-power range – which constantly diminishes. There are four basic blasters that can ▶



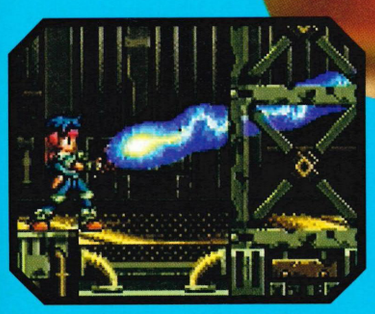
▼ Watch those big metallic animals spitting out huge nasty beams of dangerous light. Look at those grappling claws. Shoot them!



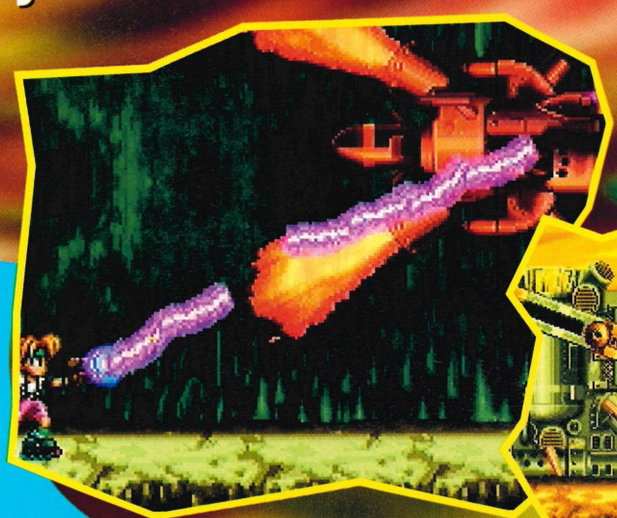
▲ Explosions are unmatched. We've yet to see a Saturn game with these kind of light extravaganzas.



▲ Now, that is what we call a proper hair style. None of this clean cut American, short back and sides character. Oh, no.



Your common or garden Big Blue Death beam.



◀ The more you kill, the further your beam reaches. It's brilliant.





◀▲ Just look at the use of the colours on the objects and the use of the lighting. It really does laugh in the face of *Sonic*...

be upgraded, and there's plenty of choice whether to electrify or incinerate the mechanical aliens. There's no real tactical element – just blast your way through the cyber-jungles and cityscapes, upgrading your weapons as you go. Try to master one weapon and keep up your energy level to take on the area boss at the end because they do take some beating – there's no time to waste. You get to choose one of two characters – Ruka or Axel – who both have a different selection of weapons. The big problem is that there's no two-player option. Surely not? Doesn't every blaster come complete with the option of playing with a mate (and have them snaffle your lives as they die)? There's a bit of variety thrown into the gameplay – a chance to slap a pair of roller-skates on your ankles, making the pace even faster, or a trip with a jetpack on your back.

There is no save option in *Gunner's Heaven*, so don't loose interest if you pop your clogs, because you only get 10 seconds to continue. And yes, once again it's a case of an infinite amount. There are only six levels, and unfortunately, serious shoot-em-up geezers will overcome the larger obstacles rather quickly.

Ultimately

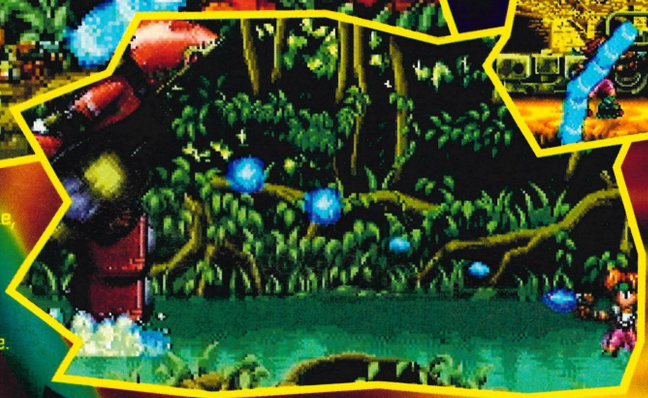
Turbulent

71%

- Very busy screens
- Not using the PSX's power



▲ Yes. The big red dragon snake, thing. Always a bit tricky, we know, but there's really no need to tell you that you need to destroy it to keep in the game. Is there? Hmm.



◄ There are more than enough bosses and guardians to keep the most demanding shooter fan. Just look at this one.



▶ The death of a boss. The metallic characters look like they are straight out of a comic book.

▼ The hardest part of any shoot-em-up is to avoid enemy beams coming from every angle.





▼ And just in case you didn't realise, the game tells you when you've finished off a guardian... or crushed it (it says).

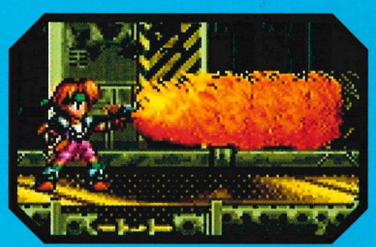
Eat my big blue death, scumbag!



Ruka's best weapon in the game when powered up – wipes out everything.



Do not underestimate the power of these little green smarties.



Fancy a barbecue? She's packing the ultimate firelighter.



The one and only Bomb! Wipes out everything but you only get one.



◀ ▶ It's a pity you can't hear the music – bloody awful Jungle Beat that just goes on and on and bloody on. It'll drive you as mad as a fridge.



Cartoon-style racing with BC Racers it's rock-hard!

32X • Core Design • £50

If furious, concrete wheel-screeching mayhem turns you on, then the 32X version of this Mega-CD hit should be right up your alley.

Pick your player from a bunch of rough bikers which include Sid Viscous and Granite Jackstone, and drive around 64 tracks for the ultimate prize of the Boulderbash Bike.

There are some not-so-secret short-cuts and if you take out other players while racing, you get yourself extra bonus points. The in-game virtual cameras allow you to pan-in and pan-out.

The bikes are dead difficult to control because the game's so fast and as a two-player, *BC Racers* certainly has quite a fair amount of life – and if you liked the *Road Rash* idea, this'll tickle you. But it's not an impressive leap from the Mega-CD version, hence its score.

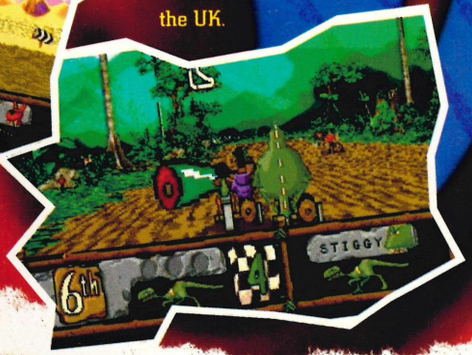
▼ The split-screen option is the most obvious improvement over the original.





▼ *Stig of the Dump* – a fine slab of Dinotainment from the UK.

▲ It also makes use of the 32X's extended colour palette.



Ultimately

Bonkers **69%**

⊕ Two-player madness
⊖ Monotonous music



▼ The Jaguar needs less tatty games. It needs them now!

Take a state-of-the-art hovercraft with guided missiles, cannons and the ability to travel over any terrain, whop it into a '64-bit' machine and hey, it's ***Hover Strike***.

Why not try and complete the missions to save the world if you can find your targets and understand the radar? Movement of your hovercraft can be jerky, something we wouldn't expect from a 16-bit game these days, let alone one for the Jag.

All the missions seem to be the same and it looks and plays like *Aircars* (see review on page 86). Not a good thing.

Ultimately

Wrong! **18%**

⊕ Can't see anything here
⊖ How long have you got?

Hover Strike

▲ If you ever feel yourself becoming a touch lost, try the optional external view – it make moving a lot easier.

Jaguar • Atari • £45

is it really worth the bother?

Walt Disney eat your liver out but is Astal really a sleeping

▼ Picking up pearls gives you extra options – sending your beaked mate into a whipped-up feathered frenzy and wiping out everything on screen.



▼ *Astal* Fact One: 'Gopher thing' can pluck huge trees from the ground. Like Geoffrey Capes.





▲ *Astal* Fact Two: There be no save game option here. A horrible infinite continues approach is used instead.



◀ Everything seems to have a raspberry Slush Puppy tongue tint to it, in some kerazy way...

Saturn • Sega • £60

Oooh! Aaah! And yep, bloody wow. Just take a bit of time to check out the glossy visual sheen on *Astal* – as we pointed out in our preview (UFG6, page 31) this isn't merely the stuff of carefully crafted intro. The game itself – in all its platform normality – is exceptionally beautiful. With software looking this special, you can be sure the general media's spotlight will be trained on the Next Generation camp come September.

As to the game in hand, well *Astal* is the second of Sega's Saturn platform offerings (after the stunning shallows of *Clockwork Knight*). Once again, the game incorporates buckets of graceful animation, with a lavish colour palette being used to full effect in the game's atmospheric design (see the pastel-coloured icy landscapes and smoothly scaling fire dragons).

The plot, which is mapped out in an intriguing cartoon (so









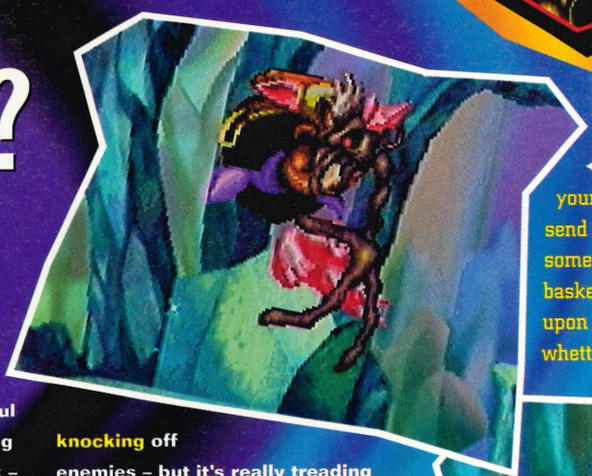


beauty?

good, you'd think **Cosgrove Hall** had a **hand** in bringing it to life) seems somewhat simple, and **basically** involves you **legging it** through many platform-strewn levels **accompanied** by your faithful **bird** (which you have to free during the first level) in **search** of a chick – the human, royal species, though.

But again, **Sega** have opted for **conventional** platform fare. Yep, *Astal* takes you through its **levels**, **knocking** off enemies – but it's really treading over **tired** old ground. The two-player version allows **one** of you to **control** the **bird**, but you won't get a mate to hang around for **long**.

You get **bored** of looks, believe us. Just like if you were **married** to **Sharon Stone**... no, sorry. Luckily, it may not even see a **Euro release**.



◀ ▼ ▶ In order to keep your ticker, erm, ticking, send your bird off to nab some juicy fruit – if your basket is pearless, death will be upon you (with a lovingly whetted scythe, most likely).





▼ Mid-air platforms, oh very bloody original. We want BETTERER things, Sega.



Ultimately

Yawn

50%

- ⊕ Looks the dogs...
- ⊖ ...ropey old traditional tat







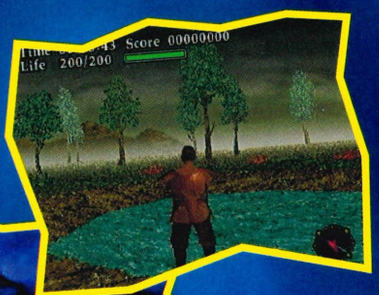




▼ There's a time limit to the game as well – so run everywhere if you can.



▶ You'll be seeing a lot of this swampy land. A really irritating lot.





◀ Ooo, the demon advances – part of the heavily stylised introduction.

▲ Jim is a strangely proportioned chap – all thick trunk and no head.



Virtual — more zombies than

◀ T&E Soft, the developers, really need to sort themselves out.



◀ While battling a sign, Jim forgot to check advances on his rear.



▲ Believe it or not, this blocky old brown thing is a zombie. A member of the undead lot, if you will. And they're pointlessly easy to do away with.

We're constantly waiting for new barriers to be broken with each new piece of software being brought slap bang into the Next Generation. And in the words of Bazzer Norman – why not?

When Sega announced the release of the Saturn's first 3D action RPG, we all dreamed of classic playability, just the right amount of number-crunching and a healthy interest in rescuing the odd princess or two. But on entering the murky, jerky world of *Virtual Hydlide*, you'll realise that only a slim portion of this is true.

The first thing you'll notice is that it clearly doesn't resemble the original game, which made its console debut on the Mega Drive. Your journey takes you through the fully 3D texture-mapped world which is effectively dull and sombre (strange then that the background music is irritatingly chirpy). A behind-the-character viewpoint has also been adopted, and not unlike *Virtuoso* on the 3DO, has some distinct disadvantages. It can be a bit tricky trying to see exactly what is directly in front of you and on the floor. The 'camera' also switches to the character's eye-view seemingly randomly, especially when you are in confined locations. There's also rather too much glitching through scenery than is good for a game. You can end up being hidden from view when you venture behind gravestones – very inconvenient when you're having a pop at one of the zombie crowd.

There's a very thin RPG plot, briefly depicted in the intro.

Be afraid, be very afraid... Not!

Here's just three of the ghastly characters you are supposed to give a seriously good hiding too.

As you can see we have a couple of bats, the runny slimy bogies and zombies that look like the scarecrow in the *Wizard of Oz*... scared? Nah.



▲ The innocent little blobs can turn quite nasty if you don't do 'em quickly.



▲ Bats are easier to kill when you flick to internal view – mad, eh?



▲ *Euch*, zombies! But these are no extras from the *Evil Dead* movies.

Hydlide



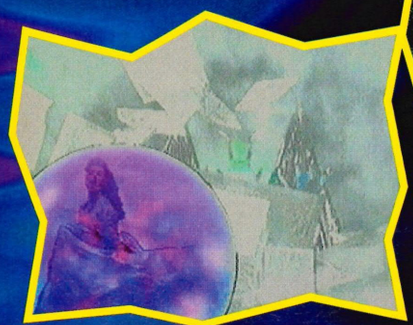
Saturn • Sega • £70

fill a small pair of trousers with you can



▲ The gorgeous Princess Anne. And not a pair of jodhpur breeches in sight.

▼ Another heady slice of intro. This is the princess, trapped in a ball. Thing.





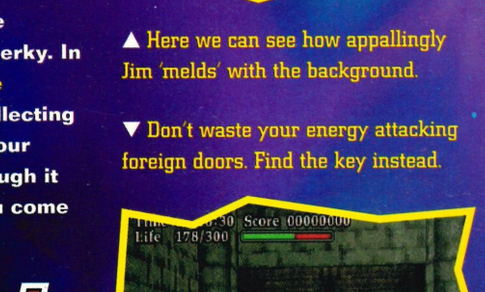
▲ So what exactly is a Hydlide, eh? Some sort of Scandinavian greeting?

Our hero – a portly chap by the name of Jim – must venture into the decaying landscape to save Princess Anne who has fallen under the spell of Bararis – a 60-foot horned demonic chap.

Jimmer's character does seem to develop fairly well as you get interactive with a variety of objects and creatures – bats, giant wasps, green jelly-oids and the like. Even the trees take a dislike to him, but a few *Zorro* slashes with yer blade will cut them back into shape. So, there's not really much of a what we consider challenging for a large part of the game.

The items you can collect range from weaponry to potions (the usual fare) and food to help you run fast through thick vegetation. You have the ability to refer to a two-scale map to help you in your direction of travel and there are large teleport crystals littered over the land.

For a Next Generation RPG this is pathetically poor (even for a Game Gear this would be a bit pap). It doesn't even look very appealing – the scrolling is ridiculously jerky. In fact the only discernable pleasure comes from collecting the level codes during your quest. Having to go through it all again could make you come over all bonkers, like.



▲ Here we can see how appallingly Jim 'melds' with the background.

▼ Don't waste your energy attacking foreign doors. Find the key instead.



Ultimately

Axeing

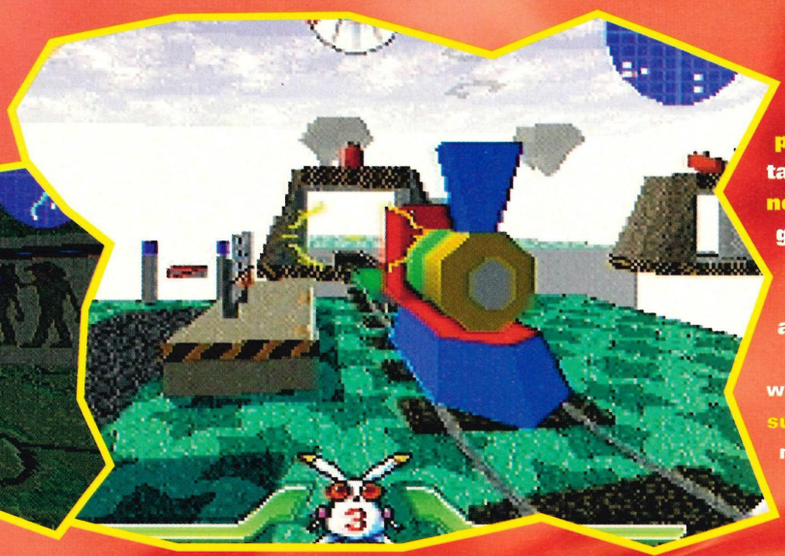
45%

⊕ Quite big...

⊖ ... if you can be arsed

▼ Check out the gorgeous environment you're in. Strange Egyptian drawings remind us of the Brazilian football team and their entry onto a pitch.





A badass bunny with a robotic attitude takes Jumping to serious heights

▲ Kiddie-coloured polygon-stuffed trains and toys litter this level. Robit loves it.

PlayStation • SCE • £60

Hoorah! Intense pleasure, on one shiny disc, is here. Sony promised that the PSX would take platform gaming into a new genre, and, with graphics that make your eyes go squiffy and gameplay that takes you for a roller coaster, it has.

You're Robit – a rabbit, robot who lollops through some superbly designed 3D texture-mapped levels stuffed with detailed polygon baddies and brightly coloured backdrops. But don't worry, this game isn't one of those typically attractive/worryingly gameplay thin affairs. Bouncing through the mad arenas, your mission is to collect the few jet pods (giant



▲ "Look at me jump! I'm way, way up in the air, and no-one can touch me." There are three different jumping heights to play with.

▼ Whether up in the air or on the ground, you can shoot anything down at a full 360° angle.



▶ The graphical detail of the scenery is breath-taking. Just look at the airship, and the various bits and pieces scattered on the ground.





◀ Now, you can come face to face with some pretty scary monsters... *(Remember, it's only a game – Ed.)* Oh yes. And they have big teeth.

Flash



◀ At the end of each level you have to find the exit pad – this is what they look like.

carrots) which litter them. Sounds simple, eh? But like all good platform puzzlers, the worlds are filled with evil swines, determined to have you for the pot. Blast them to bits and each time you get a prize – be it cash or a special weapon.

The beauty of this game is that the levels are as big vertically as they are over the ground. Robit is quite amazing actually, with three degrees of jump allowing him to reach dizzying heights. While high up in the skies, Robit can look around and fire in any direction, and the fact that you have to learn which platforms can be accessed from other ones gives the game its undeniable charm.

Obviously, there's the chance to collect extra ammo along the way, including firecrackers, bombs and extra time capsules. All the time you're getting bombarded, so watch your energy level, oh, and get those giant carrots before time runs out, and defeat the end-of-level boss as well.

Now that I've got you all excited and eager to get your hands on this motorised bunny, we're going to hit you with the one and only – but annoyingly big – *BUT*. You see, there's just not enough of it – only six levels, which feature three stages and a boss. It just doesn't last long enough. You can have a wonderful time in the underwater level but once you completed it a few times, it'll become stupidly easy, especially with the save option on the PlayStation's Memory Card. Make it bigger, Sony, please.

Ultimately

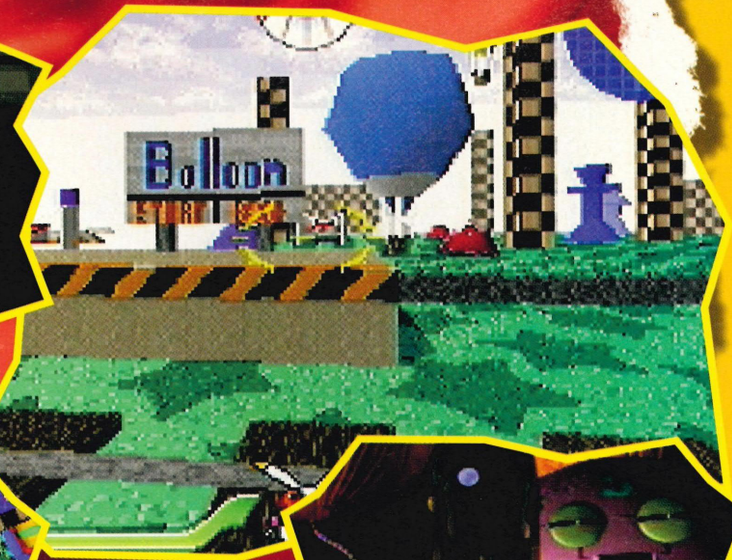
Stupendous

79%

⊕ A list as long as my arm
⊖ It's too bloody short

▼ Those dreamy hot-air balloons pepper the sky of this world. Lovely...





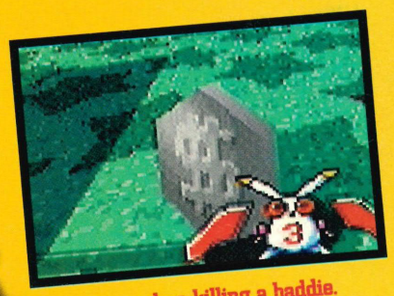
▲ There are some really great FMV bits in *Jumping Flash*. The intro is gorgeous.



◀ Look up, tilt your head, and the entire room is at an angle. This is great stuff, pity it's a bit too short, really.



Pick me up!



Take these when killing a baddie. Robit is a serious money grabber.



Not only can you see in the dark but it tops up your energy as well.



To be taken with caution, everything just goes bonkers mad.



They say never throw fireworks... Robit does.



Serious fire power for a serious bunny with attitude.

SNK Special

▼ There's really not much point buying this with *Sidekicks 2* (and soon *3*) out there having a kick around. But it's still a mini-classic.

Super Sidekicks

Time to clean up your dribble again



▶ The authenticity is uncanny. Just look at the variety of crouching methods employed by the gold-topped bunch here. Fine detail, eh?

They say that the old ones are the best and they're not far off when it comes to footy. Just look at the mother of SNK's efforts, and its deep roots in Arcadedom.

With the choice of 12 international teams and four difficulty levels you could bash this out for hours and never really feel boredom slinking in. Scoring a goal couldn't be simpler – you're even told when to have a pop. The large sprites and raised 2D perspective add to the game's simplicity.

In fact the only really irritating problem is that it only caters for two players.

Ultimately

Classy

79%

- ⊕ Instantly playable
- ⊖ Sequels available

Remember the ridiculous price of SNK's Neo Geo games? How can you forget – talk about taking out a mortgage. The back catalogue of games was top, but paying £200 for a cartridge

---



◀ ▼ ▶ Remember Manimal? Now he could *really* turn into a beast or two. Imagine all that delicious Whiskas and Churn.

Sengoku 2

Fitter than the original?

If you've played the first installment of this saga you're going to love this. Faster gameplay, more characters and a hilarious mock cavalry battle make this a real contender.

As in the original, there's a choice of two characters – Jack Stone and Claude Yamamoto. They both possess awesome samurai moves and can slip into the baggy pants of Ninja, Ninja Dog and Tengu (God of crows).

There are only three levels, but the playability and humour compensate slightly. A simple beaty that uses the Neo Geo CD system to the full, *Sengoku 2* is just as enjoyable to watch (but only if you're a tiny bit sad).

Ultimately

Choice

70%

- ⊕ Slick character changes
- ⊖ No serious challenge



▲▼ SNK really had better pull their little Oriental socks up – you can't afford to clog up the Neo Geo CD with second-rate, two-bit 2D beat-em-ups.

Fought with colourful sprites against *Double Dragon* style backdrops, *Mutation Nation* is your quest to rid our lovely planet of deviants that have emerged after a bio-chemical laboratory accident. Curiously there are no real combo assaults or any intricate pad movements to sort out, because one attack button does it all – simple, effective, and yep, effortlessly dull. Waggling briefly with the D-pad and hammering the A button does produce a different punch effect, and collecting power balls gives you access to Deathblows, but there's still not enough variety.

Oh yes, it's routine stuff is this. Kill enemies, meet boss and repeat until bored witless.



▶ Winkle pickers are lethal on the right feet.

Ultimately

Limp-wristed

45%

- Seriously simple
- Play it then ditch it



Mutation Nation

Do we really need another beaty?

was 'a bit' bloody steep to say the least. As we all know, the Neo Geo CD means cheaper gaming – hoorah for that! All the following are from SNK and cost roughly £40...

Soccer Brawl

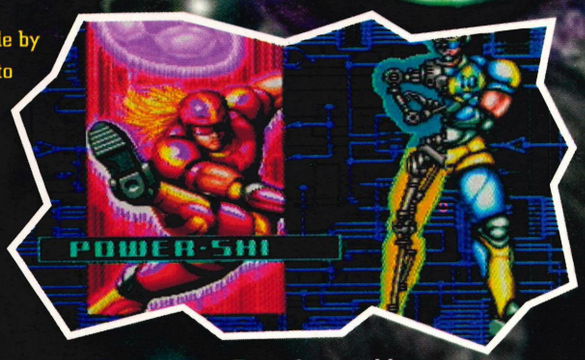
Cantona style



◀▼ *Speedball* this ain't. It all looks very nice in its 3D isometric coating, but it's certainly no pack of M&Ms. Er...



▶ Skeletons made by Tefal are the things to be seen around.



If you cut down the number of footy players in a team to seven, set up magnetic/rebound walls, arm the boys with power shots and let them slug it out, you get two things. Swansea at home or serious 21st Century soccer.

Soccer Brawl gives a choice of eight countries and two stadiums. There are all the usual football moves, carried out using the D-pad, A and B buttons, and a power meter for deadly tackles and shots.

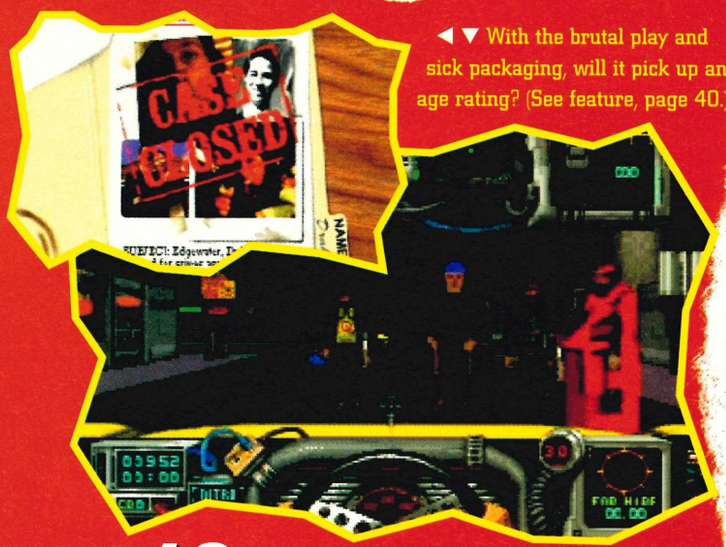
But when making those lightning speed passes, you can't see where the ball goes and you end up completely losing the plot... and rather worrying chunks of patience.

Ultimately

Tosh

51%

- Skull punching fun...
- ...that won't last forever



◀▼ With the brutal play and sick packaging, will it pick up an age rating? (See feature, page 40.)

40 days in Quarantine

And I'm dreading it!

3DO • Gametek • £40

Listen to this one! You're a cab driver, right, and your job is to drive people from one point of this mad bonkers city to another. Your cab is all kitted up and ready for the worst. You've got guns and ammo, and please don't hesitate to use them.

Quarantine is essentially *Doom* on tarmac, and the gameplay is gloriously violent. Run people over (with top squelching sounds) or shoot them down... then run them over – just to make sure, like.

The 3DO version doesn't quite come up to the level of the PC original we reviewed (UFG1, 86%). The sound certainly gives it bags of atmosphere, but the graphics are a little ropey. Your taxi isn't the easiest to steer either, and it'll take you rather too long to get used to the controls.

The idea behind this game is well ace, but the execution on the 3DO isn't quite up to scratch.

Ultimately

Brutish

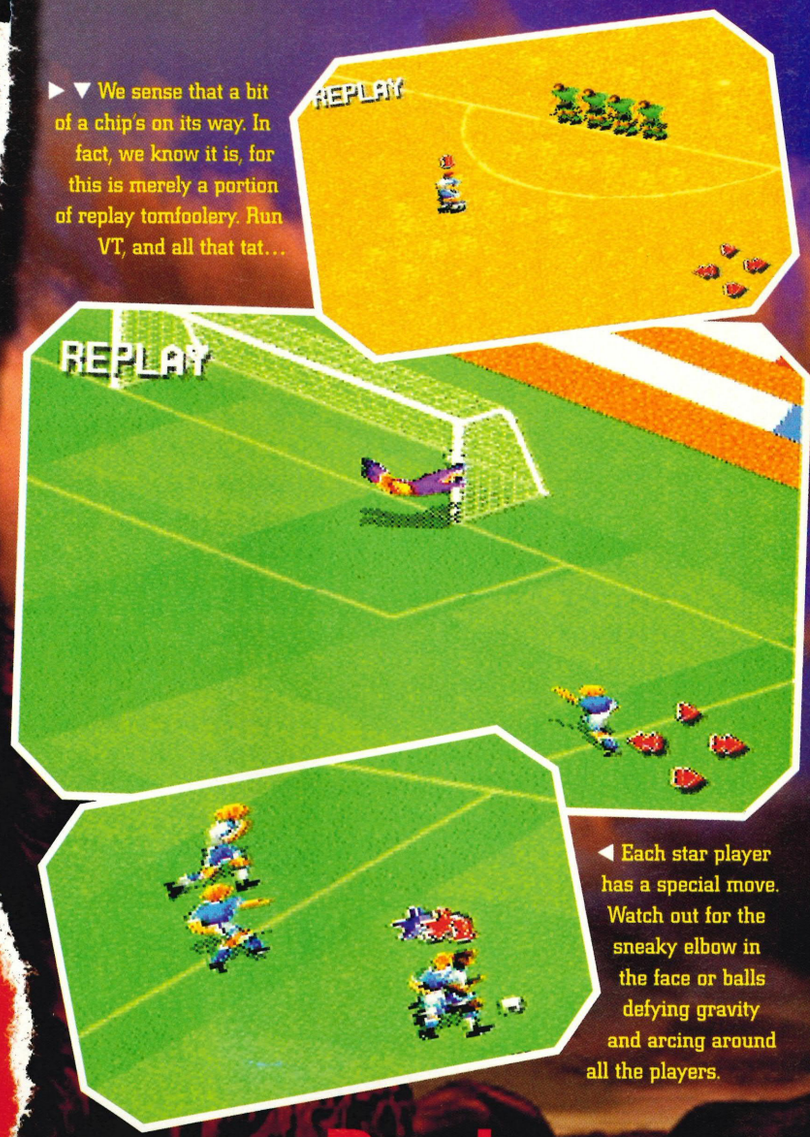
80%

- ⊕ Pretty decent sound
- ⊖ Irritating to control



◀ The plot involves you trying to earn enough cash to escape from the prison city 'Kemo', which has been sealed off from the rest of the world.

▶▼ We sense that a bit of a chip's on its way. In fact, we know it is, for this is merely a portion of replay tomfoolery. Run VT, and all that tat...



◀ Each star player has a special move. Watch out for the sneaky elbow in the face or balls defying gravity and arcing around all the players.

Parlez-vous Fever Pi

With a vast amount of footy games available on the SNES, including *FIFA* and Konami's *International Superstar Soccer*, it's sad when the latest addition appears to be more of a Sunday afternoon kick around, rather than a sunny Wembley Cup Final.

The main problem is that basically, *Fever Pitch Soccer* is an average footy game, but it has been spiced it up using eight different characters with their own special moves. There's Barry 10 bellies Barger – who would be better off on the rugby pitch – and Ernie Le Striker Container – who can stylishly swerve a ball. This gives the game much more of an arcade feel.

You have the option of an aggression setting and choice of international teams with different pitches and conditions. The multi-player options will let you thrash it out with up to four of your mates or





▲▶▼ It's really an average 16-bit footy sim with violence added to spice it up. We have seen better.



Kung Fu?

ch Soccer

SNES • US Gold • £45

team together to annihilate the rather smug computer.

Ball control can be tricky as you only get one isometric view of the pitch, but watch out for Dicky Tricky Discorama, who plays for Brazil – he weaves his way through any defence. As in every footy game these days, there's a replay option to rub it in when you score.

Mixing *Mortal Kombat* with football must have seemed like a good idea in US Gold's boardroom, but let's face it, that's not what the game is all about. If you like arcade-like footy games, this one's for you. But if you're into football for the sake of football, then *International Superstar Soccer* still calls the shots.

Ultimately

Relegated

71%

- ✪ Good multi-player options
- ⊖ Footy action a bit weak



▲ Once you've got the hang of spinning the 'leather' and hooking off the back foot for a six, you're onto a winner.

Sun's out, whites on International Cricket is bowling good fun

SNES • Nintendo • £40

Although this has its faults, it's still rather lovely to spend a few hours with.

Choose from eight international teams to play a quick 10 over match or run up some centuries in a 50 over test series (but if you choose the Fast Match, the CPU selects the team you're to play with).

You're allowed to scream for LBW all the time but fielding can get tricky as you can't see all your players.

Yes, *Brian Lara* on the Mega Drive gives has a four-player match, but both graphics and game pace are similar to this.

Ultimately

Full toss

78%

- ✪ Authentic feel
- ⊖ Cricket's not for everyone



▲ You can keep all your baseball sims. We want cricket!

Helen of Troy Aikman Football

what a complete girl!

Jaguar • Telegames • £45

American football, 32-bit style. Now let's see, we've had *Madden* on 3DO – top atmospheric and strategic game – and, yes, that's it. So, *Troy Aikman* is a welcome addition to an under-represented genre.

How does it cope? Well, it's certainly not as approachable and exciting as *Madden*. Games rarely are. But, to be fair, it's supposed to function as a management sim, which it does.

Choice of players' salaries, who to line up in your team and what tactics they play is entirely up to you, and all these decisions will affect your standing in the league.

But once again, the machine which claims to be superior to the rest, only comes up with graphics a Mega Drive would be slightly embarrassed of.



◀▼ *Troy* could do better, but it's not a complete waste of time. Jag owners haven't a lot of choice...



Ultimately

Hut-Hut

46%

- ✪ All 28 NFL teams are here
- ⊖ Gameplay isn't intuitive



◀▼ The 3DO is certainly emerging as the sophisticated sportster's machine (and now, it seems, not just purely because of the Electronic Arts connection).



Spam and ham, Slam 'n' Jam

Just a load of hot Aircars

Jaguar • Telegames • £45 or what?

▼ You'll have to be a bit of a US footy expert, as winning is depends more on the tactics you choose rather than your nimble joypad skill.



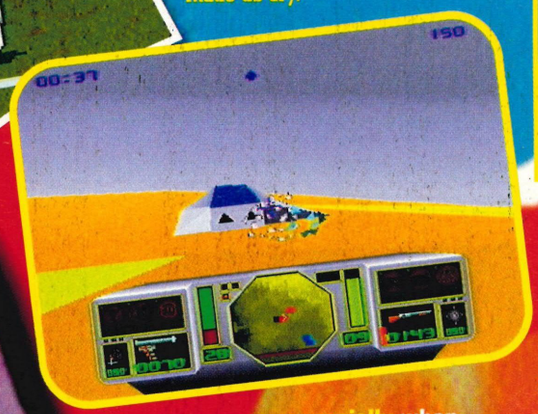
◀ Even *Cybermorph* looked better than this eye-jibber.

We really wish we didn't have to slag off Jaguar games. But nobody should get away with this.

The plot has something to do with world domination and you saving everybody thanks to your nifty aircar. The actual game has to do with you avoiding gouraud-shaded scenery and destroying primary and secondary targets. Fine.

As far as the graphics and sound are concerned, well, just look at the screenshots and gawp in sheer horror. This is not what the Next Generation is all about. Get it out of here, and get it out now!

▼ This is ruuuubbiiiSHHH!!! It made us cry.

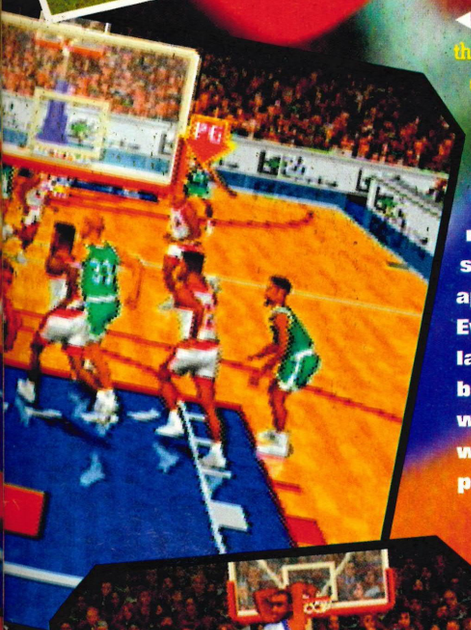


Ultimately

8-bit-ish

19%

⊕ Erm... No, can't find anything
⊖ Looks atrocious



◀ It's a shame that the 'camera' doesn't rotate – it really can irritate.

Basketball sims have never been the same since *NBA Jam* appeared on the 16-bits. Everybody loved it because it lacked the faults of real basketball, the acrobatics were hilarious and the court wasn't too crowded (you only played two-on-two).

So what of *Slam 'n' Jam*? Does it compete with Acclaim's intensely playable classic?

Well, first impressions are encouraging. The speed and feel is very realistic, yet the view (as you can see from the shots) is very off-putting – especially when you're attacking towards the camera.

But once you've got to grips with the view and controls you'll be hooked like a grouper.

The player animations, difference in speed, weight and height are more obvious here than in many other sport sims. You've got to choose the right players that'll perform perfectly against your opponents.

Thanks to a top sneaker-squeaking sound and CNN commentary ("He's takin' it up!"), you'll really feel part of the court action. There are plenty of different slamming moves – yes, you even get the glass-shattering slam – and very tricky passing moves – between the legs, lob, round the back, you know the sort of thing.



◀ There's ample room to be a real tart in this game, thanks to the variety of moves on offer.

Basketball isn't all about scoring from really far. There has to be a certain amount of stats involved (not too many, just enough) and plenty of FMV to keep you busy when the 3DO calculates the season results.

Better than *NBA Jam*? Hmmm, overall we reckon it is, especially if you give it time. It's definitely not such rich entertainment, but is a darned site more enthralling. Once you get into this one, you won't want to let it go until you've beaten the pants off everybody.

3DO • BMG • £45

Ultimately

Pulsating

79%

⊕ Fast and furious action
⊖ Difficult viewpoint

or lamb and wham... you decide


YOU
Head-spinning **action**?
WANT
Heart-pounding **excitement**?
ALL
Huge motorbikes?
How about a dose of **Aliens**-inspired **terror**?
THIS
Fancy the **frantic fisticuffs** of Warriors?
AND
Or the **all-conquering** racing action of Micro Machines 2?
MORE...?

...THEN GET THIS!



Only £3.99 with CD-ROM!

Also available with two HD floppy disks.

100% PC Games / 100% Action / 100% Excitement

http://www.futurenet.co.uk/computing/pcattack.html

Future PUBLISHING
Your guarantee of value

Warriors

PC in groovy-looking beaty gush!

PC • Mindscape • £40



▲ No one can say that *Warriors* is lacking in the projectile attack department.
▼ Choose him.



Mindscape's French friends Atreid have been mighty busy trying to produce the PC's best-looking, most action packed beat-em-up. Well, they got halfway there.

Warriors' new **Bio-Motion 3D** graphics engine makes the eight superb **characters** come to life with uncanny clarity. Toggle from the **slightly pixelated** full-screen VGA display to the faultless boxed **SVGA view** and you'll think you're watching **video footage** in this **CD ROM** stunner. Flick from eye-level view to floating **overhead 'camera'** and you won't know what's hit you.

And that's because **nothing much** will. Despite interaction with the backgrounds, a few **weapons** and a handful of beastly special moves, the **gameplay** is just too **limited.**

Ultimately Disappointing 76%

- ⊕ Incredible graphics
- ⊖ Lack of gameplay



▶ Pirate Corto's 'Skeleton Attack' is amongst the flashiest things you'll ever see on a PC.



▼ Osinkira's 'Spirit Of The Lion' move is certainly one to impress the lasses.

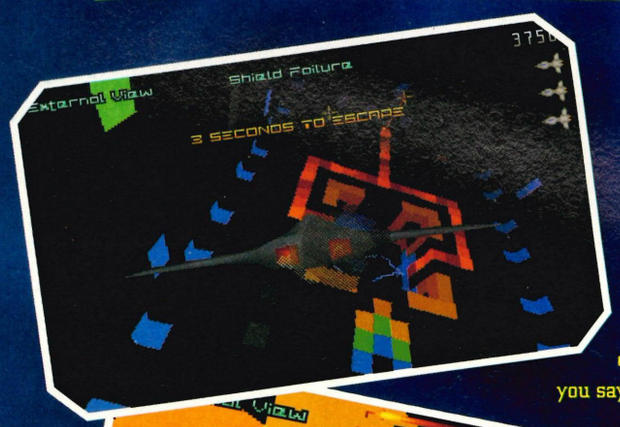
▼ The single player tournament has some very tough bosses.



Pyrotech

It's not all

PC • Psygnosis • £30



◀ ▼ At speed, *Pyrotechnica's* enough to make you say 'Phwoooaar!'. "Phwoooaar!"



There's no doubting the impact *Doom* has made on the PC gaming world. It has coloured the way games are played, made and reviewed. *Pyrotechnica* could have been any old flying-and-blasting game, but it's been touched by the hand of *Doom*. Touched by the hand of God.

Spin, weave and blast your way through the tight, **twisting** corridors of *Pyrotechnica's* **doomed** space station **setting**. Take time out to check your 3D **map**, trying to locate the reactor **then** the **exit**. Oh no, the exit isn't on the map! You've got to **rescue** the **hostages** and find the colour-coded keys before **progressing** towards that reactor. *Doom*, anyone?

Navigating round the increasingly complex corridor systems is **testing**, even when you've plenty of time on your **hands**. But when you've found and destroyed the **reactor**, you've got just two minutes to get out before the **station explodes**, taking you with it.

The Daedalus Encounter

PC • Virgin • £45

Tia Carrere sci fi shocker

The PC CD ROM explosion had four babies. Good games, okay games, edutainment games and interactive movies. *The Daedalus Encounter* is an interactive movie.

Three CDs, hours of 'movie' watching and every ten minutes or so you must vaguely wave a mouse crosshair at a 'puzzle'. The movie itself is an action-packed sci-fi adventure (naturally) – Tia Carrere and two blokes are trapped on an alien spacecraft, doomed to collide with a very big star. Can they avoid the disaster?

It's actually a fairly good 'movie', but there's no real gameplay and no plot branching – only another stunning lass.



▲ No need to look so shocked, pet. Haven't you seen Ultimate before?



▼▶ You're not flying the ship yourself. It's like watching someone else chew a toffee.



▶ Still, things could be worse, eh? They could be a lot worse. Top lass.

Ultimately

A movie

60%

- ⊕ Tia Carrere
- ⊖ An age between mouse clicks

nica

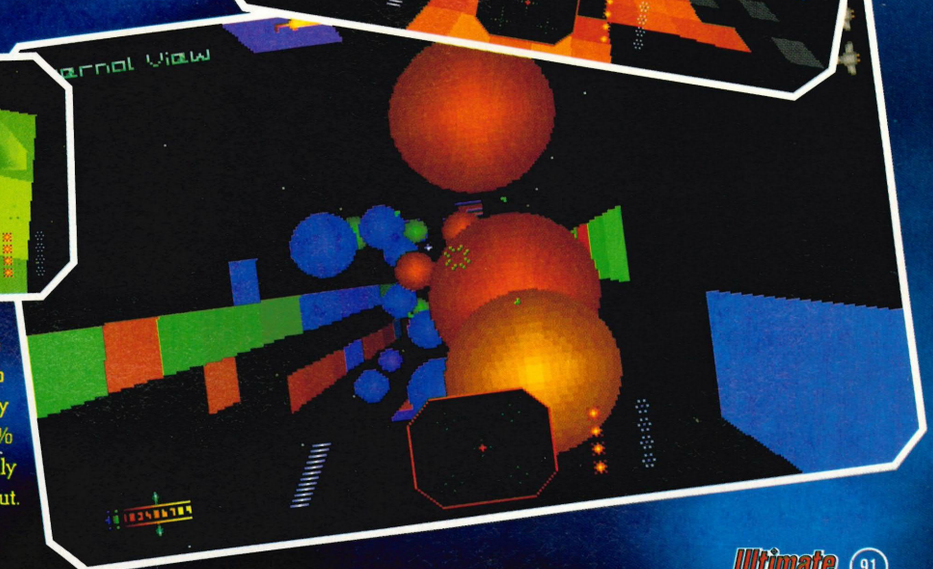
PSX for Psygnosis

***Pyrotechnica* is beautiful, tough and addictive. The well-worked learning curve and the friendly controls mean adrenaline-pumping action for one and the most intense battle ever for two. Cheers, *Doom*. Cheers, *Pyrotechnica*.**



▶ Okay, I've deactivated the force-field to progress to the next area. But will my engine hold out? Not if I carry on at this speed.





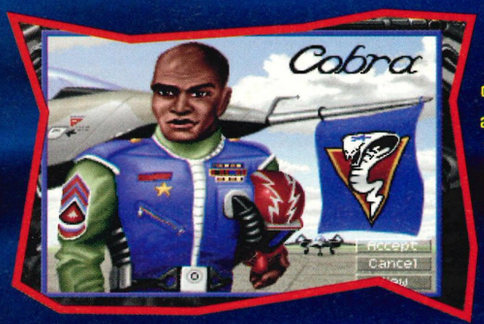
▲▶ The blue flashes are your lasers, the orange blob are the remnants of enemy ships. I've got about a 40% hit rate, which is certainly nothing to grumble about.

Ultimately

Slick

90%

- ⊕ Brilliant action and graphics
- ⊖ Needs at least a 486 to run



◀ By selecting characters you can trade speed against handling, like any traditional racing game. But this is not a traditional racing game.



◀▼ What the chap on the left thinks he's doing on a motorbike I've no idea. Oi, this is about spaceships, lasers and adrenaline-pumping.



Mind your footing

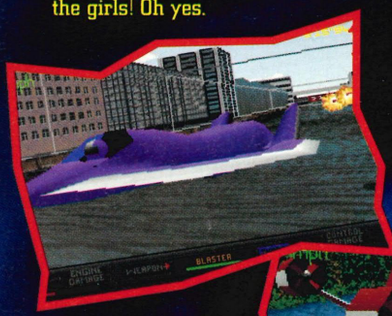
because you might just

Slipstream 5000

slip in the stream – get it?

PC • Gremlin • £40

▼ Fly very fast, dangerously close to real landmarks. Impress the girls! Oh yes.





▶ This is not an intro screen. This is an in-game shot – Gremlin have pushed the PC graphics to the limit.

Stunning to watch, shockingly fast and simple to play. This is a 3D racing game gone mad.

Slipstream 5000 **is a chance to fly ludicrously fast craft too close to tunnels, bridges, towers and big buildings. It's also one of the most exciting races you'll ever watch. Like all good racing games there are several vehicles, several characters, several tracks and, perhaps most importantly, several weapons. Brilliant.**

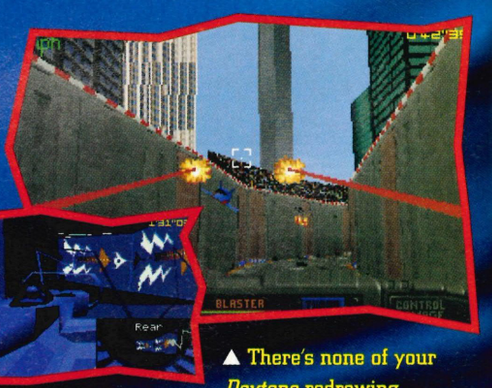
Gremlin have timed this well to appear at roughly the same time as other smart 3D flying games like *Descent* and the wonderful *Pyrotechnica*, and pulsing racing games like *BC Racers* and *Superkarts*. They've knocked them over the head with a metal bar, waited until after the funerals, dug them up and taken the best elements from each. They have made a monster.

Nip round Norway's snowy skyline or zip above the palm trees of Hawaii, blasting the living daylights out of your mate in split-screen or network mode.

You will need a 486 or above to make it run, but run it you must.



◀▼ Select, then shoot. And shoot. And keep shooting. Brilliant!



▲ There's none of your *Daytona* redrawing rubbish. Real-time SVGA to make you sit up and then fall over in delight.

Ultimately

Cruisin'

92%

⊕ Speed, weapons and thrills
⊖ Loads of similar games around

BRITAIN'S BIGGEST-SELLING SUPER NINTENDO MAGAZINE!

Super PLAY

SUPER PLAY ON SALE NOW!



SECRET OF MANA 2

Discover the magic of mana in *Super Play*. Does bigger really mean better?

PLUS

Killer Instinct
Doom
Donkey Kong Country 2
Mortal Kombat 3

FIRST PICS OF *THE* BIG RELEASES OF THE YEAR

ARCADIA CONSOLES

IMPORTERS OF CONSOLES GAMES & ACCESSORIES

143 TONG RD, ARMLEY, LEEDS LS12 1QJ TEL/FAX 0113 2319845
0374 845394 ANYTIME

WE HAVE A HUGE RANGE OF NEW + USED CONSOLE GAMES + ACCESSORIES
SONY, SEGA, NEO GEO (SNK), JAGUAR, 3DO, 32X, Nintendo

SONY PLAYSTATION PLUS GAMES £CALL
ALL THE LATEST GAMES AND ACCESSORIES IN STOCK FOR THE NEW SEGA AND SONY CONSOLES.
SEGA SATURN PLUS GAME £CALL.

MAIL ORDER + PRE-ORDER WELCOME
ENQUIRIES, QUERIES AND HELP ALSO AVAILABLE.
WE BUY, SELL AND PART EXCHANGE ON ALL NEW AND USED STOCK
CALL FOR DETAILS
NEXT DAY DELIVERY GUARANTEED

Colin Dimond Consoles

The man who put the "concept" into consoles. Suppliers of imported consoles and games.

16 The Iron Market, Newcastle, Staffs ST5 1RF

SEGA SATURN	SONY PLAYSTATION
Astal	Gunner's Heaven
Virtual Hydlide	Jumping Flash
Daytona USA	Boxers Road
Pebble Beach Golf	Tekken
X-Men	Star Blade
Daedalus	Fantastic Pinball

NEO GEO CD	PANASONIC 3DO FZ10
Fatal Fury III	POED
Galaxy Fight	Blade Force
Zed Blade	Killing Time
Ghost Pilots	Cannon Fodder
Soccer Brawl	GEX
Sengoku II	YuYu Hakasaru

● PC ENGINE OVER 250 HUCARDS + CDs S.A.E. FOR FULL LIST.
● SUPER NINTENDO + MEGA DRIVE GAMES
NEW TITLES WEEKLY FOR PLAYSTATION + SATURN

PLEASE CALL
TEL 01782 717783
16 The Iron Market, Newcastle, Staffs ST5 1RF

MEGGA GAMES

213A Belsize Road, London NW6, (Nr Kilburn Pk Tube)

3DO GAMES IMPORTS 49.99

OPEN 1-00 PM TO 10PM MON-SUN

IMPORTS: SATURN & SONY PLAYSTATION * 32X ADD-ON

YOUR SATISFACTION IS OUR SUCCESS

Title	New	Used
ALADDIN	34.99	25.00
ANIMANIACS	34.99	
BLOCK OUT	19.99	
BUBBA N STIX	24.99	18.00
BOMBER MAN	39.99	28.00
BUBSY	19.99	15.00
BALLZ	32.99	
BOMBERMAN	39.99	25.00
DRAGON	29.99	24.00
DESERT STRIKE	29.99	18.00
EARTH WORM JIM	39.99	29.99
ECCO II	34.99	26.00
FIFA 94	29.99	19.00
FIFA 95	37.99	28.00
FLASH BACK	29.00	18.00
JURASSIC PARK	24.99	18.00
LION KING	38.99	25.00
LEMMINGS II	38.99	29.00
LOST VIKINGS	39.99	28.00
MARKOS FOOTBALL	29.99	18.00
MICRO MACHINES	24.99	18.00
MICRO MACHINES II	36.99	28.00
MORTAL KOMBAT	29.99	19.99
MORTAL KOMBAT II	39.99	29.00

Title	New	Used
MAXIMUM CARNAGE (RED)	29.99	
MICKEY MANIA	29.99	22.00
NBA LIVE	49.99	34.00
NBA JAM TOURNAMENT	47.99	
PGA III GOLF	34.99	25.00
PSYCHO PINBALL	37.99	28.00
PHANTASY STAR 4 NTSC	59.99	

32X
FAHRENHEIT
MIDNIGHT RAIDERS
SLAM CITY
SUPREME WARRIOR
MOTOR CROSS
METAL HEAD
MORTAL KOMBAT II

MEGA CD'S - IMPORTS
SHINING FORCE
SIDE POCKET
ETERNAL CHAMPIONS
FAHRENHEIT
MIDNIGHT RAIDERS
CRUSADER OF THE CENTURY
MEGA RACE
BATMAN & ROBIN
EXTERMINATORS
*CDX £34.99

3DO
DRAGONS LORE
SEAL OF PHARAOH
LEMMINGS CHRONICLE
CORPSE KILLER
MYST
& MANY MORE

JAGUAR GAMES
SONY PLAYSTATION GAMES
SATURN GAMES
DAYTONA * VICTORY GOAL

You want it! We've got it!
Please Call Before Placing Your Order
TEL: 0171 372 4356

SWITCH Access AMERICAN EXPRESS

Cheques/PO's/Cards to: MEGGA GAMES, 213A BELSIZE RD, WEST HAMPSTEAD, LONDON NW6 4AA
NEAR KILBURN PARK TUBE

Please add £2-00 P+P per Game, £10-00 P+P for

TO ADVERTISE IN THIS SPACE PLEASE CALL LYDIA MILSOM ON 01225 442244

LOADED CONSOLES

14 Medway Meadows, East Peckham, Tonbridge Kent TN12 5HJ

NEO GEO

Art of Fighting/Fatal Fury 2 Pack £389.99
Back catalogue CD Games ..... £29.99 – £49.99
Neo Geo Joystick £49.99
New: Samurai Showdown 2 Cartridge £99.99
New Releases: Viewpoint – £54.99, A.D.K – £54.99, Street Hoop – £49.99, Flying Power Disc – £49.99 King of the Fighters '94 – £54.99, Samurai Showdown II – £59.99, Fatal Fury 3 – £59.99, Puzzle Bobble – £Call
Coming Soon: Super Sidekicks 3, Zed Blade, Galaxy Fighters, Art of Fighting 3.
* We also stock a large range of new and used Neo Geo Cartridge games *
Please ring for latest information on Neo Geo CD II, 32 Bit Upgrade

3DO

Panasonic 3DO (New Model) ..... £Call
Goldstar 3DO ..... £Call
Goldstar F.R.V Unit ..... £Call
NTSC T.V Adaptor £59.99
* We stock a large range of new and used, UK and US software *
Coming Soon: Gex, Wing Commander III, Pga Tour Golf, 3DO Doom.

SEGA

Sega Saturn ..... Call for current price
Daytona £64.99, Panzer Dragoon £64.99, Pebble Beach Golf £69.99
Victory Goal £64.99, Side Pockets 2 £Call, Virtual Hydlide £Call
Coming Soon: Game No Tatsujin, Shin Shinobi, Den, Parodius,
Greatest Nine ..... Please Call

AMOS

Sony Playstation ..... Call for current price
Playstation Software £39.99 – £79.99, Memory Cards £29.99
Controllers £39.99, Negcon Controllers £59.99
Coming Soon: Philosoma, Boxer's Road, Vampeyres (Dark Stalker), Gundem, Mickey Mania ..... Please Call

NEC PC-FX – Call for details

★ We carry out a large range of repairs and conversions to all 16 and 32-bit consoles. Please ring for information ★

WE BUY USED 3DO, NEO GEO, NEO GEO CD, SATURN AND PLAYSTATION HARDWARE AND SOFTWARE.
WE HAVE A LARGE STOCK OF USED EQUIPMENT FOR ALL THE ABOVE FORMATS
TEL: 01622 871544/0378 549398
Trade enquiries are always welcome

MAVERICK

MAIL ORDER INTO THE 21ST CENTURY

漫 MANGA 画

MANGA • KISEKI • CRUSADER • ANIMANIA
ANIME PROJECTS • ANIME UK • WESTERN CONNECTION

ALL MANGA VIDEOS AND MERCHANDISE IN STOCK

Access MasterCard

PHONE OUR CREDIT CARD AND INFORMATION HOTLINE
01989 767 655

VISA DELTA

WORLDWIDE MAIL ORDER SERVICE • FREE CATALOGUE AVAILABLE

MAVERICK MAIL ORDER

PO BOX 7, ROSS ON WYE, HEREFORDSHIRE HR9 7YX
TEL: 01989 767655 FAX: 01989 768563

Dream MACHINES 2

BOVIS HOUSE, VICTORIA ROAD, HARTLEPOOL, CLEVELAND TS26 8DB
TEL 0429 869459 FAX 0429 274660



SEGA SATURN

DAYTONA USA DUE EARLY MARCH

£20 OFF THIS GAME WHEN YOU BUY A SEGA SATURN

DUE SOON FOR THE SATURN – PLEASE CALL!
Shinobi EX, Panzer Dragoon, Van Battle, Cyberace, Bug!, Magical Knight, Rayearth, Virtua Racing

PLEASE CALL FOR NEW SONY PLAYSTATION TITLES

SONY PLAYSTATION



YOU KNOW WHERE TO COME

WE ALSO SUPPORT THE FOLLOWING SYSTEMS
MEGADRIVE, 32X, MEGA CD, SUPER NES/FAMICOM, NEO GEO CART AND CD, 3DO, FM TOWNS MARTY, PIONEER LASERACTIVE, PC ENGINE & TURBOGRAFX FAMILY, ARCADE PCB, SHARP X68000, NEC PC 9801 & NEW NEC FX TITLES AVAILABLE TO ORDER

MODE SEVEN

SONY PLAYSTATION
CONSOLES AND GAMES

SEGA SATURN
CONSOLES AND GAMES

AVAILABLE NOW

CALL NOW ON

0113 244 9994

ALSO AVAILABLE: SUPER NINTENDO, NEO GEO AND 3DO CONSOLES AND GAMES.

TO BUY BY MAIL ORDER: WRITE, PHONE OR FAX.
FAX: 0113 2448882.

Access | MODE SEVEN LTD, RUTLAND HOUSE, 42 CALL LANE, LEEDS LS1 6DT | VISA

Office hours: Monday to Friday 9.00am - 6.30pm Saturday and Sunday 9.30am - 2.00pm

---

SKILL

PlayStation
Saturn

0956 423 482

9am-8pm 7 days a week
Next day delivery available

SKILL ACADEMY
PO Box 5913, Ealing
London W13 9ZX

Jive Consoles

We carry a large selection of new and second hand software for:- Super Nintendo, CDi, 3DO, Megadrive, IBM PC, Jaguar, Saturn and Playstation

We buy and sell your old titles, call for more details.

7 Fennel Street,
Loughborough

(01509) 217260

ENGLAND Tel: 0850 911 682
Fax: 0181 508 1328
0181 508 3845

HONG KONG Tel: (852) 26506509
Fax: (852) 26506526
28 Ha Pak Ngau Shek, Lam Tsuen, Tai Po, N.T. HONG KONG

For a free catalogue of Japanese Anime and Games send Stamped Self Addressed Envelope to:
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

PROJECT K

PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ



Our products have been seen on Television on Gamesmaster, Movies, Game and Videos. We've been featured in magazines such as Super Play, Games Zone, Ultimate Future Games (England) Super Power (Sweden) and Console Plus (France)
TRADE Orders/Enquiries, World Wide Service. Retail Mail Order.

E-MAIL ENGLAND project@dircon.co.uk
HONG KONG projectk@hk.super.net

TRADE WHOLESALE RETAIL

PLAYSTATION CALL FOR PRICE
Scart with Transformer, pad + game
MEMORY CARDS JOYPADS
Boxers Road Dark Stalkers Tekken
Gunners Heaven Philosoma Zeitgeist

SATURN CALL FOR PRICE
Scart with Transformer, pad + game
VIDEO CD WHEEL JOYPADS SCART LEAD
Race Drivin Shinobi X Daytona USA
Astal Panzer Dragoon X Men

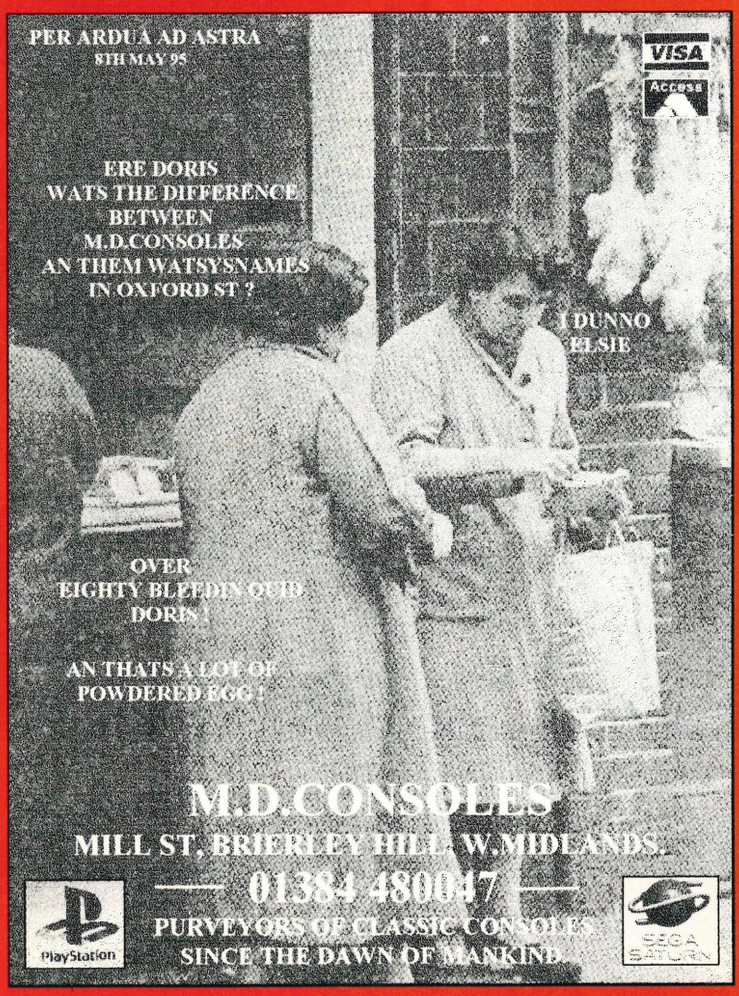
JAP MODELS SLAM DUNK BOMBERMAN GUNDAM RANMA ½ DRAGON BALL Z SF2

100% ANIME BROLY EXPERIMENT FINAL FANTASY YU YU HAKUSHO FATAL FURY FILM ART OF FIGHTING ZEIRAM

VIDEO CD MALICE NECRONO MICON SHADOWCHASER MALCON X BLIND SIDE DAMAGE THE HITMAN

NEO GEO CD 3DO NEC FX ORIGINAL ANIMATION CELLS

MUSIC CDS VIDEO GAMES VIDEOS LATEST HARDWARE
GAME MERCHANDISE POSTERS JOYPADS JOYSTICKS
NEW SYSTEMS NEW GAMES NEW MERCHANDISE



M.D.CONSOLES

MILL ST, BRIERLEY HILL, W.MIDLANDS.

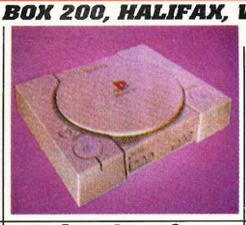
01384 480097

PURVEYORS OF CLASSIC CONSOLES
SINCE THE DAWN OF MANKIND

PlayStation | SEGA SATURN

*** KRAZY KONSOLES * EST 1990 * HOTLINE: 01422 342901 ***

MAIL ORDER: PO BOX 200, HALIFAX, W.YORKS HX1 3LY


3DO PAL or NTSC By Panasonic.
Includes:
- Demonstration Disk
- In Pack Game + free game
- 1 Control Pad and all leads

Only: £384.99
N.B. PRICE WILL DROP SOON!!! PLEASE CALL FOR LATEST!!

PlayStation By SONY Japan.
Includes:
RIDGE RACER OR TOH SHIN DEN
RGB SCART CABLE
AV CABLE/CONTROL PAD/POWER PAK

Only: £569.99
RGB SCART CONVERSIONS AVAILABLE! PLEASE CALL FOR LATEST PRICES!!!

SEGA SATURN By SEGA Japan
Includes:
Virtua Fighter
RGB Scart Cable
Power Pack/Pad
AV Leads (Hi-Fi)

Only: £579.99
*CALL FOR LATEST PRICES!!!

SOFTWARE & ACCESSORIES

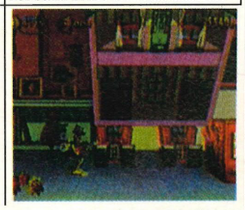
USA 3DO LATEST:	
RISE OF THE ROBOTS	£49.99
CANNON FODDER	£49.99
QUARANTINE	£39.99
WING COMMANDER 3	£54.99
MYST	£54.99
SPACE ACE	£49.99
SYNDICATE	£52.50
11TH HOUR	£54.99
FLASHBACK	£49.99
DOOM	£44.99
GOLDSTAR 3DO	£Call for price
SNES PAD ADAPTORS (2P)	£34.99
6–Button Turbo Pads	£29.99

We have over 100 3DO Games and accessories in stock! If it's out! It's in!

RIDGE RACER	£69.99
POP N' TWINBEE PUZZLE	£69.99
POWERFUL FAMILY	£64.99
MOTOR TOON GP	£69.99
ULTIMATE PARODIUS DELUXE	£69.99
TOH SHIN DEN	£74.99
COSMIC RACE	£59.99
RAIDEN PROJECT	£79.99
SPACE GRIFFON VF-9	£67.99
KILLEAK THE BLOOD	£69.99
FANTASTIC PINBALL	£74.99
ARC THE LAD	£84.99
AIR COMBAT	£74.99
STARBLADE	£74.99
TEKKEN	£74.99
GUNNER'S HEAVEN	£79.99
JUMPING FLASH	£79.99
NIGHT STRIKER	£79.99
BOXER'S ROAD	£79.99
JUNE: PHILOSOMA - RAYMAN - METAL JACKET -DARKSTALKERS	
RGB SCART LEADS (SONY)	£54.99
RGB SCART Conversions (Fully Soldered)	£29.99
NEG CON PADS (Namco)	£69.99
CONTROL PADS (Sony)	£39.99
MEMORY CARD (Sony)	£29.99

CLOCKWORK KNIGHT	£64.99
VICTORY GOAL	£69.99
GALE RACER	£59.99
PANZA DRAGOON	£69.99
TAMA	£59.99
PEBBLE BEACH GOLF	£64.99
SIDEPOCKETS POOL 2	£69.99
DAYTONA USA	£69.99
DAEDALUS	£67.99
VIRTUAL HYDLIDE	£67.99
ASTAL	£69.99
ULTIMATE PARODIUS DELUXE	£69.99
GRAND CHASER	£69.99
NEW SHINOBI	£69.99
RIGLORD SAGA	JULY
CLOCKWORK KNIGHT II	JULY
SEGA SATURN PADS	*£39.99*
RGB SCART LEADS	*£24.99*





N.B. ONLY IMPORT MACHINES GIVE A FULL SCREEN IMAGE!

CARRIAGE: £1·50 per Game / £10 Machines Next Day delivery!

TO GET IN Ultimate DIRECTORY CALL LYDIA MILSOM ON 01225 442244
Future Games

the Next Generation

has arrived, can you survive without the Ultimate guide?

Didn't think so. Subscribe. Now.

Subscribe!

And get two and a half issues completely free over twelve months!*

Name _____

Address _____

_____

Post Code _____ Telephone _____

This is what I want to pay for a subscription to the most kicking mag in existence, starting with issue ☐

☐ **£23.75** (U.K) ☐ **£39.39** (Europe – airmail) ☐ **£49.95** (world)

☐ **Cheque** (payable to Future Publishing Ltd)

☐ **Access** ☐ **Visa** ☐ **Direct Debit**

Expiry date _____

Card Number

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Signed _____

Date _____

Ultimate Future Games
Subscriptions, Future Publishing Ltd.
Freepost (BS4900), Somerton,
Somerset TA11 7BR

EEC customers registered for VAT, please quote your registration number

_____

Offer close June 30th 1995 UFG8-07

☐ Tick if you don't want mail (special offers and so on) sent to you from other companies

*offer valid for UK residents only

Ultimate Direct debit form — Originator's ID: 930763

To pay by direct debit, fill in this form and the subscription order form above and send both forms to the above address. The direct debit option is only available to subscribers with a UK-based sterling bank account. Direct debit payments are deducted annually in advance.

This form instructs your bank or building society to make payments direct from your account. Please complete all six items and send it to us as directed.

(Banks and building societies may refuse to accept instructions to pay direct debits from some types of accounts)

1) Full address of your branch

To the manager

_____

_____ Bank/building society

_____

_____

2) Account number: ☐☐☐☐☐☐☐☐

3) Sort code: ☐☐ ☐☐ ☐☐

DIRECT Debit

4) Account in name of:

.....

Instruction to bank/building society:

I instruct you to pay direct debits from my account at the request of Future Publishing Ltd. The amounts are variable and may be debited on various dates. **I understand** that Future Publishing Ltd may change the amounts and dates only after giving me prior notice. **I will** inform you in writing if I wish to cancel this instruction. **I understand** that if any direct debit is paid which breaks the terms of this instruction, you will make a refund

5) Signed: .....

6) Date: .....



£50 PIC-WORD



Win! Win! Win again! And win safe in the knowledge that Shane Richie won't be asking you the questions. Yep, it's the inane-quiz-show-host-free UFG pic-word – the most fun-filled way to win £50 that doesn't involve licking treacle off skin.

It's pretty much like a normal crossword except all the clues are visual. Just identify all of the screenshots (or sometimes the objects) then fill in the name in the direction indicated by the arrow. That's the simple stuff.

The tricky bit is finding a way of sending us the filled-in grid without ruining your copy of UFG. But we're sure you'll find a way. Send your ingenious solutions to: Pic-word 8, UFG, 30 Monmouth Street, Bath, BA1 2BW to get here by July 10th.

Then all you have to do is hope that a) you've got the right answers and b) that we pick your entry out of the millions we get. Life's a game of chance, matey, and we're just teaching you the facts. You'll thank us one day.

Next Month

World Exclusive!

The PlayStation is Loaded



From the videogaming vaults of Gremlin's Sheffield HQ, comes a PlayStation game that'll rock the very foundations of shoot-em-ups. *Loaded* could be the Next Gen version of *Chaos Engine* and *Gauntlet* – but better. So far it looks stunning and has gameplay to match. True to form, Ultimate Future Games has secured the very first preview, and next month, lets you in on the secrets behind the game.

But that's not all...

- **Find out the full, up-to-date European Next Gen release schedule**
- **We ask, has virtual reality finally made it into our homes in a big way?**
- **Discover the technology that's pushing the country's Theme Park rides to new limits**
- **And don't miss our unrivalled news, gossip, reviews and previews of all the 32-bit games**

Don't leave the 16-bit world without us...

Next issue on sale Saturday 1st July

Trippy Solstice Special...

Editor
David Roberts
Deputy Editor
Marcus Hawkins
Editorial Assistant
Kamar Shah
Art Editor
Lam Tang
Deputy Art Editor
Brad Merrett

Japanese Correspondent
Nicolas di Costanzo
Contributor Chaps
Josse Bilsson • Sean Atkins • Dave Golder • Andy Stout •
Computer Graphics Illustrator
Roger Harris

No Tea Provided By
Lisa Kellet
Advertising Manager
Louise Woods
Business Development Manager
Graham Clarke
Sales Executive
Lydia Milsom
Production Manager
Richard Gingell
Production Controller
Lisa Smith
Paper Controller
Fiona Deane
Admin Assistant
Suzannah Angelo-Sparling
Product Manager
Tamara Ward
Lino and Scanning
Chris Stocker • Jason Titley • Simon Chittenden • Mark Gover • Simon Windsor

Publisher
Colin Campbell
Senior Editor
Steve Jarratt
Group Managing Director
Greg Ingham
Chairman
Nick Alexander
Circulation Director
Sue Hartley
Group Production Manager
Judith Green
Published by
Future Publishing
30 Monmouth Street,
Bath, Avon, BA1 2BW.
Tel: 01225 442244
Fax: 01225 446019
Ultimate Future Games in on-line on the internet as part of FutureNet. Accessing it is free, just point your Web browser at http://www.futurenet.co.uk/

Printing
Cradley Print plc, Cradley Heath, West Midlands

Thanks to:
Chiharu Watabe, Luc Besson, Alan

The subscription rate for 12 issues of Ultimate Future Games including postage and packaging is £30 in the UK, £51.60 in Europe and £62.22 for other countries.

Contributions are accepted only on the basis of full assignment of copyright to Future Publishing Ltd, unless otherwise agreed in writing.
If you have any complaints about advertisers in this issue please write to: Advertising Complaints Department, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

© Future Publishing Ltd, 1995.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

30th JUNE-EA DAY!!

ON THE 30TH JUNE ONLY THE FOLLOWING GAMES WILL ALL BE JUST **£22.99**

• FIFA SOCCER 95 • NBA LIVE 95 •
• NFL MADDEN 95 • NHL 95 •
• PGA TOUR GOLF 3 • RUGBY WORLD CUP '95 •

WE ONLY HAVE 1000 OF EACH GAME SO ORDER EARLY TO AVOID DISAPPOINTMENT! THIS OFFER WILL NOT BE REPEATED SO RESERVE YOUR COPIES NOW!!

ADDAMS FAMILY VALUES	£32.99
A.T.P. TENNIS	£39.99
BALLZ	**£17.99**
BATMAN RETURNS	£18.99
BLOODSHOT	£37.99
BRIAN LARA CRICKET	**£31.99**
CANNON FODDER	**£35.99**
DESERT DEMOLITION (ROADRUNNER)	£32.99
EARTHWORM JIM	£43.99
ECCO 2 - THE TIDES OF TIME	£34.99
ETERNAL CHAMPIONS	£19.99
FANTASTIC DIZZY & COSMIC SPACEHEAD	£19.99
FIFA SOCCER 95	**£22.99**
INDYCAR WITH NIGEL MANSEL	£19.99
ITCHY & SCRATCHY	£32.99
JELLY BOY	£32.99
JIMMY WHITE'S SNOOKER	£25.99
JURASSIC PARK - RAMPAGE EDITION	£35.99
KAWASAKI SUPERBIKES	£32.99
LAWNMOWER MAN	£19.99
LEMMINGS 2	£29.99
LION KING	£39.99
MARKO'S MAGIC FOOTBALL	£21.99
MEGA BOMBERMAN	£32.99
MEGA DRIVE MOUSE	£27.99
MEGA TURRICAN	£18.99
MICKEY'S ULTIMATE CHALLENGE	£38.99
MICRO MACHINES 2	£35.99
MIGHTY MAX	£16.99
MORTAL KOMBAT 2	£43.99
NBA JAM TOURNAMENT EDITION	£43.99
NBA LIVE 95	**£22.99**
NFL MADDEN 95	**£22.99**
NFL QUARTERBACK CLUB	£42.99
NHL 95	**£22.99**
PETE SAMPRAS TENNIS	£35.99
PGA EUROPEAN GOLF	£19.99
PGA TOUR GOLF 3	**£22.99**
PITFALL	£19.99
PIRATES OF THE DARK WATER	£28.99
POWERDRIVE	£31.99
PSYCHO PINBALL	£35.99
RED ZONE	£21.99
RISTAR	£35.99
ROAD RASH 3	£32.99
ROBOCOP VS TERMINATOR	£18.99
RUGBY WORLD CUP '95	**£22.99**
SAMURAI SHODOWN	£35.99
SECOND SAMURAI	£16.99
SHINING FORCE 2	£39.99
SOLEIL	**£38.99**
SONIC & KNUCKLES	£39.99
SPARKSTER (RKA2)	£19.99
SKELETON KREW	£CALL
SKITCHIN	£15.99
STARGATE	£38.99
STREET RACER	**£35.99**
STREETFIGHTER 2	£19.99
SUPER STREETFIGHTER 2	£46.99
SYNDICATE	£35.99
THOR	£46.99
THEME PARK	**£35.99**
TOUGHMAN BOXING	£40.99
TRUE LIES	£40.99
URBAN STRIKE	£35.99
WARLOCK	£39.99
WINTER OLYMPICS	£15.99
WOLVERINE	£40.99
WWF RAW	£45.99
X MEN	£36.99

32X

SPECIAL OFFER

32X EXPANSION MODULE **£134.99**

DOOM	£48.99
GOLF MAGAZINE 36 HOLES	£46.99
METAL HEAD	£45.99
MORTAL KOMBAT 2 LIMITED STOCK	£42.99
STAR WARS ARCADE	£48.99
SUPER AFTERBURNER	£37.99
SUPER MOTOCROSS	£37.99
SUPER SPACE HARRIER	£37.99
VIRTUA RACING DELUXE	£48.99

32X CDs

CORPSE KILLER	£39.99
NIGHT TRAP	£39.99
SLAM CITY	£39.99
SOUL STAR X	£CALL
SUPREME WARRIOR	£39.99

GAME GEAR

COOL SPOT	**£15.99**
CHAMPIONSHIP HOCKEY	£24.99
FATAL FURY SPECIAL EDITION	£25.99
FIFA SOCCER	£25.99
MADDEN NFL '95	£25.99
MEGA MAN	£23.99
MICRO MACHINES 2	£25.99
MORTAL KOMBAT 2	£29.99
NBA JAM TOURNAMENT EDITION	£29.99
NFL QUARTERBACK CLUB	£29.99
PETE SAMPRAS TENNIS	£25.99
POWERDRIVE	£24.99
RISE OF THE ROBOTS	£25.99
ROAD RASH	£12.99
SONIC TRIPLE TROUBLE	£24.99
SONIC DRIFT RACING	£25.99
SUPER COLUMNS	£CALL
STAR WARS	£12.99
TRUE LIES	£28.99
WWF RAW	£30.99

MEGA CD

BATMAN RETURNS	£19.99
BC RACERS	£35.99
BLACK HOLE ASSAULT	£19.99
CANNON FODDER	£35.99
CORPSE KILLER	£32.99
DRAGON'S LAIR	£39.99
EARTHWORM JIM	£CALL
ECCO 2 - THE TIDES OF TIME	£32.99
EYE OF THE BEHOLDER	**£32.99**
FATAL FURY SPECIAL EDITION	£35.99
FLASHBACK	£CALL
KEIO FLYING SQUAD	£35.99
KIDS ON SITE	£39.99
LETHAL ENFORCERS 2	£32.99
MINNIGHT RAIDERS	£CALL
PITFALL	£29.99
REBEL ASSAULT	£39.99
SAMURAI SHODOWN	£35.99
SKULLKEEP (DUNGEON MASTERS 2)	£25.99
SLAM CITY	£32.99
SNATCHER	£26.99
SOUL STAR	**£19.99**
STAR WARS CHESS	£19.99
SUPREME WARRIOR	£39.99
WORLD CUP GOLF	£35.99

SNES

ADDAMS FAMILY VALUES	£39.99
BIKER MICE FROM MARS	£40.99
CANNON FODDER	£40.99
DOUBLE DRAGON 5	£19.99
EARTHWORM JIM	£48.99
FLASHBACK	£19.99
INTERNATIONAL SUPERSTAR SOCCER	£39.99
JELLY BOY	£35.99
LORD OF THE RINGS	£36.99
NBA JAM TOURNAMENT EDITION	£53.99
PINBALL FANTASIES	£32.99
POWERDRIVE	£35.99
SIDE POCKET	£35.99
STREET RACER	£35.99
SUPER BOMBERMAN 2	£25.99
SUPER OFF ROAD RACING	£19.99
SUPER RETURN OF THE JEDI	£29.99
TRUE LIES	£47.99
THE FIREMEN	£35.99
WARLOCK	£47.99
WWF RAW	£55.99
X CALIBRE	£19.99

3DO

GOLDSTAR 3DO	**£339.99**
PANASONIC FZ-10 + STARBLADE	£380.99
PANASONIC FZ-1 + STARBLADE	£380.99
FIRE 6 BUTTON JOYPAD/JOYSTICK	£21.99
INFRA-RED CONTROL PADS (X2)	£33.99
CH FLIGHTSTICK PRO	£52.99
3DO SNES CONVERTOR	£19.50
ALONE IN THE DARK	£30.99
ANOTHER WORLD	£33.50
BALLZ	£29.99
CANNON FODDER	£25.99
DIGITAL DREAMWARE	£16.99
DRAGON	£25.99
ELEVENTH HOUR	£32.50
FLASHBACK	£29.99
FIFA SOCCER	£35.99
GEX	**£31.99**
HELL	£29.99
JAMMIT	£28.99
JOHN MADDEN FOOTBALL	£34.49
LOST EDEN	£25.99
NEED FOR SPEED	£35.99
PEBBLE BEACH GOLF	£32.49
QUARANTINE	£29.99
REBEL ASSAULT	£35.99
RETURN FIRE	£35.99
ROAD RASH	£35.99
SAMURAI SHODOWN	£32.99
SLAYER DUNGEONS & DRAGONS	£35.99
SUPER STREETFIGHTER 2	£51.99
SUPER WING COMMANDER	£33.49
SUPER WING COMMANDER 3	£34.99
THEME PARK	**£35.99**
VIRTUOSO	£34.99
VR STALKER	£32.99
WAY OF THE WARRIOR	£35.99
WORLD CUP GOLF	£22.99

AMIGA

ALL TERRAIN RACING	£17.99
ALIEN BREED 2	£17.99
BEAU JOLLY COMPILATION	**£23.99**
BENEATH A STEEL SKY	£22.49
BLUES BROTHERS	£5.99
CANNON FODDER 2	£19.99
CRICKET MASTERS	£18.99
DESERT STIKE	£10.49
DUNGEON MASTER 2 (A600)	£22.49
ELITE PLUS	£12.99
FANTASY MANAGER BADDIEL & SKINNER	£15.49
FIELDS OF GLORY	£22.99
FIFA INTERNATIONAL SOCCER	**£21.50**
FORMULA 1 - WORLD CHAMP EDITION	£19.99
GRAHAM GOOCH TEST MATCH SPECIAL	£18.99
HIGH SEAS TRADER	£22.49
IMPACT	£11.99
JUNGLE STIKE	£17.49
LEGENDS OF VALOUR	10.99
MAN UTD PREM CHAMPIONS 94/95 DATA	£8.99
MASTER AXE	£17.99
MORTAL KOMBAT 2	**£19.99**
ON THE BALL LEAGUE EDITION	£18.99
OVERLORD	£19.99
PGA EUROPEAN TOUR	£17.49
PGA TOUR GOLF PLUS	£11.99
PREMIER MANAGER 3	£16.99
ROAD RASH	£10.49
SECRET OF MONKEY ISLAND	£12.99
SENSIBLE WORLD OF SOCCER	£19.99
SKIDMARKS	£11.99
SUPER SKIDMARKS	£19.99
SPACE HULK	£11.99
THEME PARK	£23.99
WORLD OF GOLF	£17.99
ZEEWOLF	£19.99

CD 32

ALL TERRAIN RACING	£19.99
BADDIEL & SKINNER	£21.99
CANNON FODDER	£21.99
JAMES POND 3	£14.99
JUNGLE STRIKE	£19.49
LITTLE DIVIL	£18.99
MEGA RACE	£23.99
PGA EUROPEAN TOUR	£18.99
PINBALL ILLUSIONS	£20.99
ROADKILL	£19.99
SKELETON KREW	£21.99
SUBWAR 2050	£19.99
SUPER SKIDMARKS	£19.99
THE CLUE	£21.99
THEME PARK	£23.99
TOWER ASSAULT	£19.99
UFO	£19.99
ULTIMATE BODY BLOWS	£19.99

CD ROM

BUY ONE GET ONE FREE!

Buy a copy of Magic Carpet, Fifa Soccer, Theme Park, US Navy Fighters or System Shock & get another of your choice absolutely **FREE!!**

BIOFORGE	£33.99
DARK FORCES	**£33.99**
DAEDALUS ENCOUNTER	£30.49
DOOM 2	£31.50
DESCENT	£26.99
DUNGEON MASTER 2	£28.99
FIFA SOCCER	**£26.50**
FRONTIER - FIRST ENCOUNTERS	£24.99
FULL THROTTLE	£30.50
LITTLE BIG ADVENTURE	£33.99
LOST EDEN	£24.99
MAGIC CARPET	**£33.99**
MORTAL COMBAT 2	£22.49
NBA LIVE '95	£33.99
POPULOUS 2 + POWERMONGER	£9.99
SAM & MAX HIT THE ROAD	£27.99
SHADOWCASTER	£9.99
SUPER KARTS	£24.50
SUPER STREET FIGHTER 2	£24.99
SYNDICATE PLUS	£9.99
SYSTEM SHOCK	**£28.99**
THEME PARK	**£28.99**
TRANSPORT TYCOON	£28.99
US NAVY FIGHTERS	**£33.99**
VIRTUAL POOL	£27.99
WING COMMANDER 2	£9.99

100's MORE AVAILABLE - PLEASE RING

PC 3.5" DISK

AUTOROUTE EXPRESS V.3	£49.99
CANNON FODDER 2	£22.99
DOOM 2	£32.99
DUNGEON MASTER 2	£27.99
HARPOON 2 V.2.0	£24.99
LION KING	£19.99
LUCAS ARTS TRIPLE PACK - SAM N MAX, DAY OF THE TENTACLE, INDIANA JONES	£29.99
MAGIC CARPET	**£27.99**
MORTAL COMBAT 2	£22.49
PIZZA TYCOON	£28.99
PREMIER MANAGER 3	£21.99
PSYCHO PINBALL	£24.99
SKIDMARKS	£19.99
SLIPSTREAM 5000	£24.99
SUPER KARTS	£22.99
SUPER STREET FIGHTER 2	£24.99
THEME PARK	£27.99

JAGUAR

CD ROM DRIVE	**CALL FOR DETAILS**
ATARI JAGUAR + CYBERMORPH	£159.99
ATARI JAGUAR + CYBERMORPH + TEMPEST 2000	£179.99
ALIEN VS PREDATOR	£47.99
CANNON FODDER	£29.99
CHEQUERED FLAG	£45.99
CLUB DRIVE	£29.99
DOOM	£47.99
DRAGON	£45.99
HOVERSTRIKE	£45.99
KASUMI NINJA	£47.99
TEMPEST 2000	£39.99
THEME PARK	£43.99
SENSIBLE SOCCER	£45.99
SPARE PAD	£19.99
SYNDICATE	£40.99
WOLFENSTEIN	£27.99

LYNX



ATARI LYNX II & Batman Returns £99.99
Mains Adaptor Highly Recommended £10.99
Lynx to Lynx Cable £6.99

AWESOME GOLF	£23.99
A.P.B.	£14.50
BASEBALL HEROS	£23.99
CALIFORNIA GAMES	£14.99
CHECKERED FLAG	£10.99
CHIP'S CHALLENGE	£8.99
DESERT STRIKE	£23.99
DIRTY LARRY	£14.50
DOUBLE DRAGON	£19.99
GATES OF ZENDECON	£14.50
HOCKEY	£8.99
JIMMY CONNORS TENNIS	£23.99
LEMMINGS	£23.99
MS PACMAN	£14.50
NFL FOOTBALL	£14.50
PAPERBOY	£14.50
PINBALL JAM	£9.99
QIX	£8.99
SUPER OFF ROAD	£23.99
TETRIS	£23.99
WARBIRDS	£14.50
WORLD CLASS SOCCER	£9.99

MANY MORE AVAILABLE - PLEASE CALL!!

FREE MEMBERSHIP

All Prices include VAT.

- FREE MEMBERSHIP! SIMPLY SEND US YOUR DETAILS OR CALL 01924 473157 AND YOU WILL BECOME A LIFETIME MEMBER ENTITLED TO HEAVY DISCOUNTS, FREE CATALOGUES AND FREE ADVICE.
- EXTRA FAST DELIVERY, 2-3 WORKING DAYS ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE.
- ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ALL GOODS ARE FULLY GUARANTEED. IF ANY ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU.
- 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.
- ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE.

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157 (24 HOURS A DAY)

- LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10.30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION.
- NEXT DAY DELIVERY £3.50 FOR ORDERS UP TO £50, £5 FOR ORDERS OVER £50, PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

100's of accessories available - E.g. JOYSTICKS, SPEAKERS, SOUND CARDS. Also HARDWARE - PLEASE RING

GAMEplay

Cut Out This order form and post to :

GAMEPLAY, FREEPOST LS5924, BATLEY, W. YORKSHIRE WF17 7BR.

NAME: .....

ADDRESS: .....

.....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... FAX: .....

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Access VISA DELTA

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐

ITEM	MACHINE	PRICE
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

Cheques payable to 'Gameplay'.

Prices correct at time of going to press. E & OE.

ULT 7



A cashcard, a competition and money off music, entertainment and BSM driving lessons: even your mother will like the new Midland Livecash deal. Find out more by calling us on **0345 180 180**. Lines are open from 8am to 8pm, Monday to Friday. All calls are charged at local rates. Alternatively, visit your nearest Midland branch, or send the coupon to Midland Bank plc, Dept. 40603, P.O. Box 757, FREEPOST, Hemel Hempstead HP2 4BR.

Name (Mr/ Miss/ Ms) Address UFGO7

Postcode

Livecash is available to 11-18 year olds. Livecash cards are available to 13-18 year olds. The BSM driving lesson offer is available to 16-18 year olds.

MIDLAND
The Listening Bank
Member HSBC Group

MIDLAND
The Listening Bank
Member HSBC Group